



THOUGHTS & IMAGES

T&I 8850

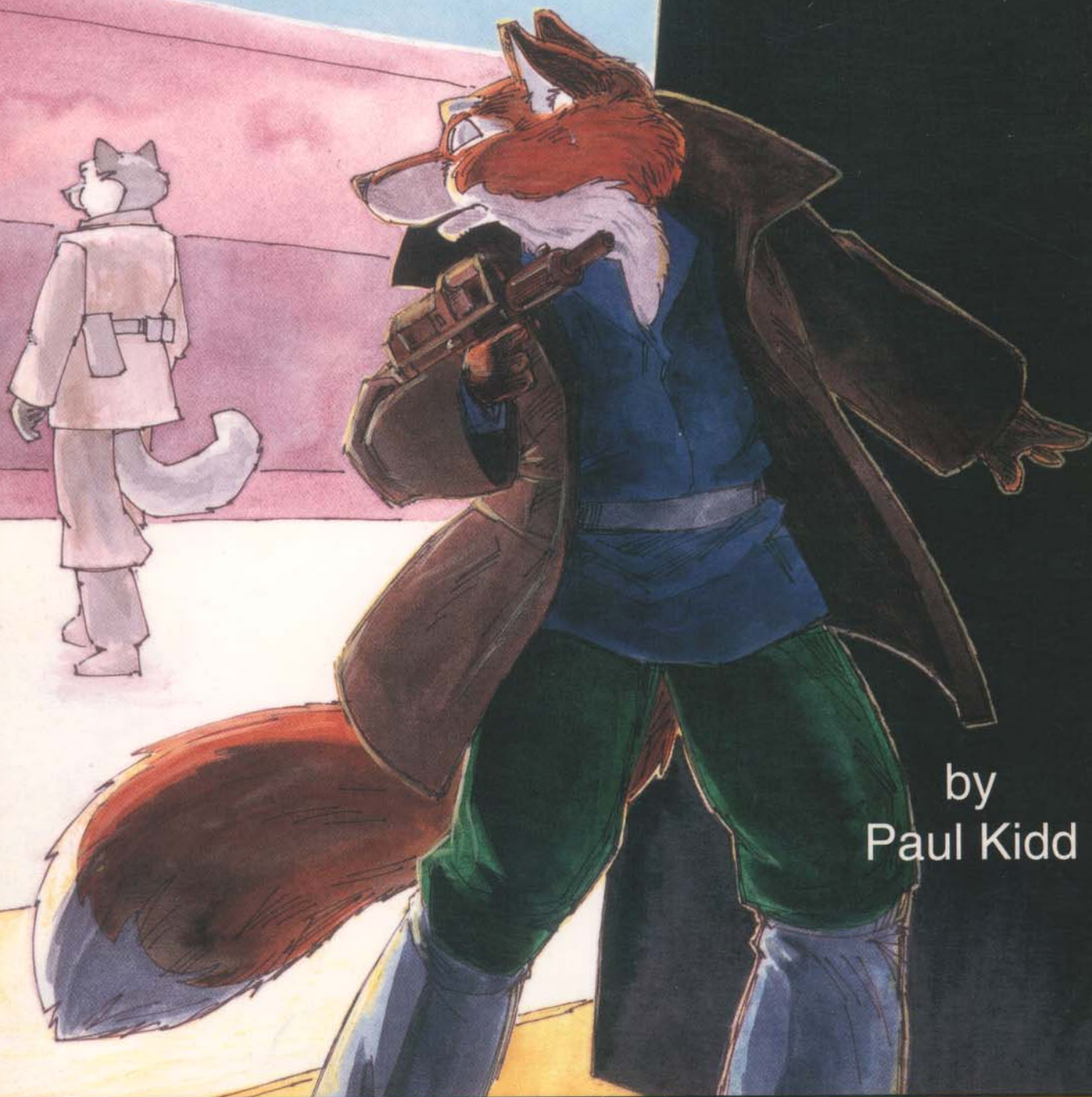
# ZHO-CHAKA

an adventure for

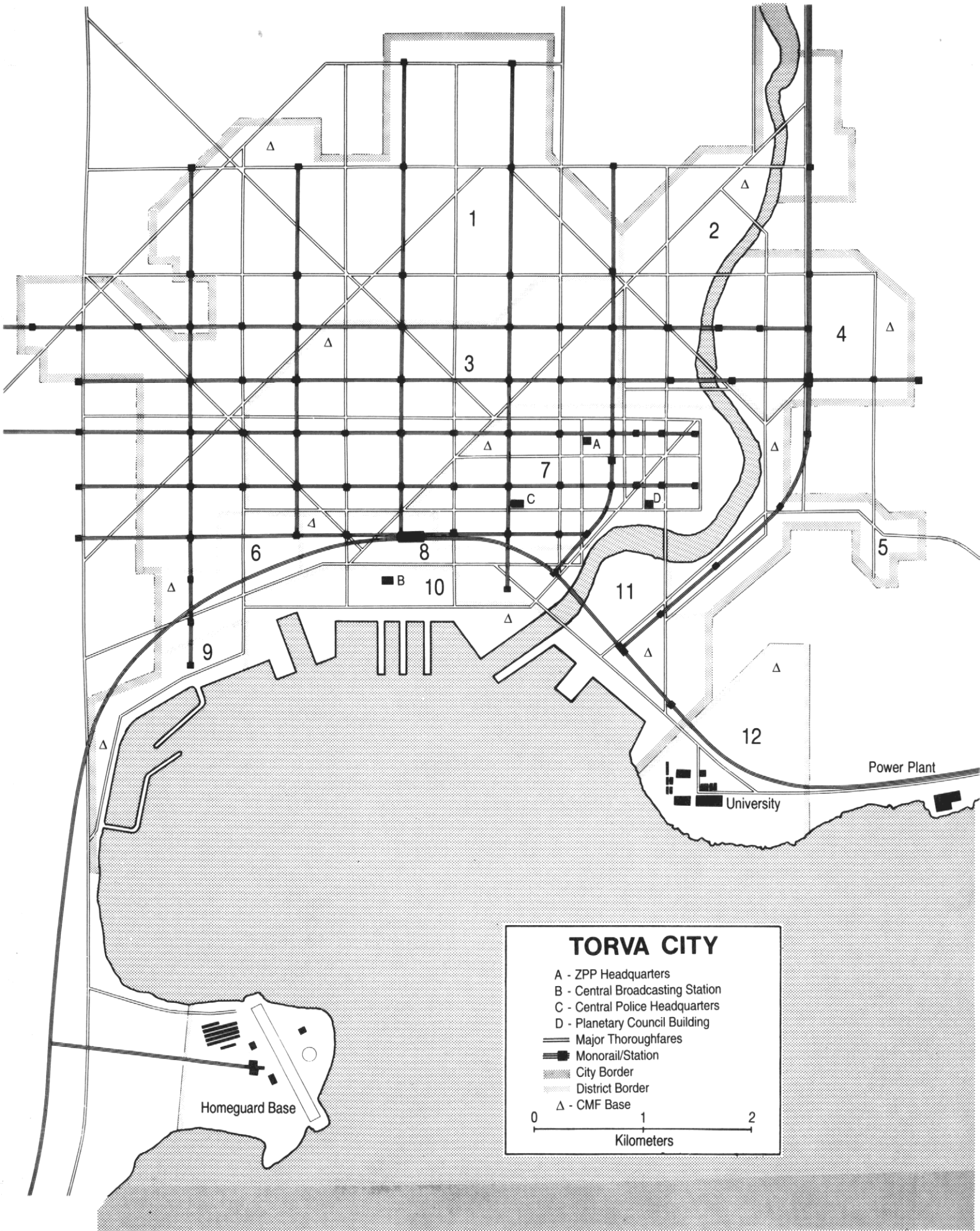
## ALBEDO

THE ROLE-PLAYING GAME

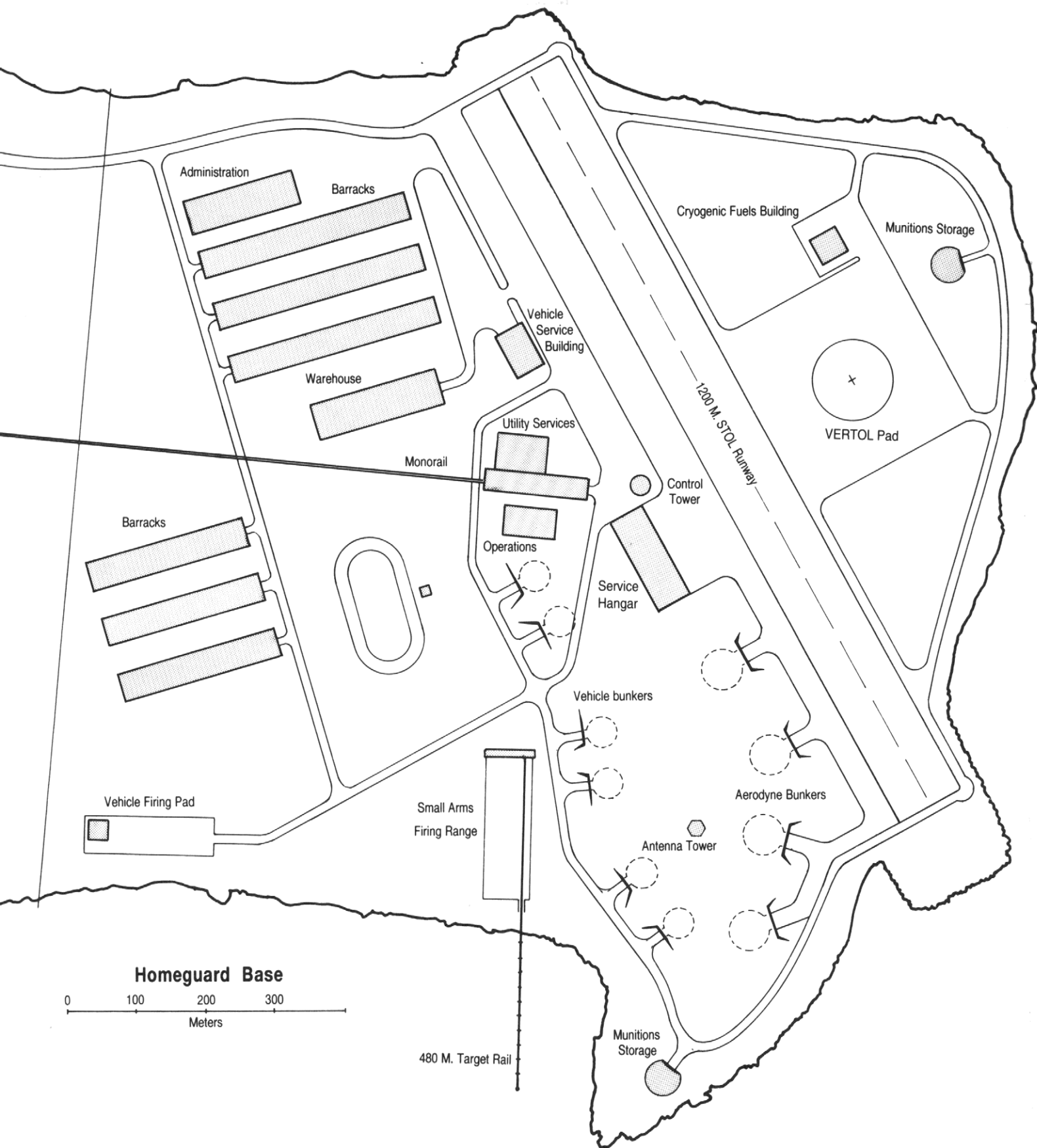
Second Edition



by  
Paul Kidd







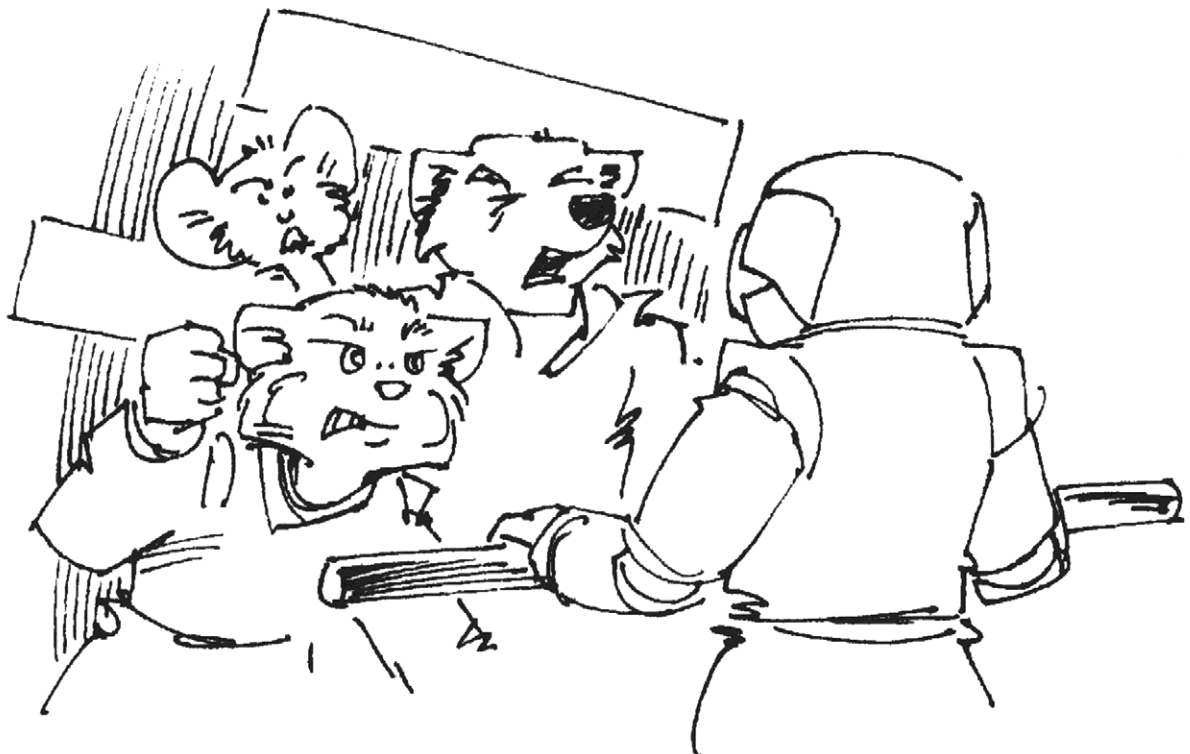
# ZHO-CHAKA

an adventure for

## ALBEDO

THE ROLE-PLAYING GAME

Second Edition



Paul Kidd



THOUGHTS & IMAGES





## FOREWORD

Way back when, as I recall, as Paul Kidd and I were still assembling the original edition of *Albedo: The Role-playing Game*, I ran a scenario for him and his mates at GenCon in 1988. It involved some characters and situations that inspired Paul to write an as yet unpublished novel, *Arna and Pekki: Assignment Zho-Chaka*. He later developed an adventure based upon the novel. This module is the latest version of that adventure; it ought finally to have most of the kinks worked out.

Since the game is based on a story, there is a natural tendency to direct game play to a conclusion similar to the original story. While this isn't necessarily a bad thing, it could limit the potential alternatives if the players and umpire feel they need to slavishly follow the progression of events. That's why I'm writing this: to remind gamers that this all should be used as merely a starting point for potential play.

Paul wrote this with a lot of political and interpersonal dynamics in mind. He and I both really like getting into the role-playing, to feel as though we are actually participating in the kind of events that make history. We can be one of, and among, the kind of people we'd always wanted to be. That's what a lot of the personal notes and ties and antipathies are about: to help players get into personalities they would not otherwise consider or attempt. Again, however, the individual player need not feel that relentless rules conformity is the only way to happy play. This is, after all, supposed to be entertainment!

Well, I'm starting to repeat myself, but I do want to emphasize the potential for creative extension of what would be an otherwise rather limited game scenario. Beyond the political hooah in Torva City, there is an entire planet to exploit. Being sparsely settled, all manner of things could be happening in the hinterlands. The southern continent has its own population, ethnically different and assumed to be rather provincial and submissive to the dictates of the capital. Being a neglected minority and having their own Homeguard units, however, they might defend themselves from revolution or counterrevolution, or even be called in to intercede on one side or the other.

So, in all, the players could well spin out any number of alternate situations using this scenario as a starting point. Making up your own elements to fill out the details not covered in this book are, of course, not only permitted, but encouraged. For those of you who might want to keep ruthlessly to canon on anything not specifically mentioned, you can write me directly for general background information, or to Paul for questions on game mechanics.

S. A. Gallacci

S. A. Gallacci  
P.O. Box 191419  
Seattle, WA 98118

Paul Kidd  
P.O. Box 965  
Eltham 3095  
Australia

---

### Credits

**Design:** Paul Kidd

**Development:** Steve Gallacci, Paul Kidd, Janice Sellers

**Art:** Steve Gallacci

**Graphic Design and Layout:** Janice Sellers

**Editor:** Janice Sellers

**Reader:** Mark Schumann

*Zho-Chaka* was playtested at ConQuest '90 and at ArcanaCon '90 in Australia.

©1994 Chessex, Inc. All artwork ©1994 Steven A. Gallacci. All rights reserved. *Albedo* is a trademark of Thoughts and Images. This product is protected by the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Chessex, Inc.

*Albedo* and its related materials are works of fiction. Any resemblance to actual events or persons, living or dead, is purely coincidental.

This product is based on the comic book *Albedo, Anthropomorphics* and the stories "Erma Felna, E.D.F." and "Birthright", ©Steven A. Gallacci.

Printed in U.S.A.  
T&I 8850

ISBN 1-883240-12-3

# Table of Contents

<b>FOREWORD</b>	<b>2</b>
<b>TORVA CITY DISTRICTS</b>	<b>4</b>
<b>INTRODUCTION</b>	<b>5</b>
<b>PREPARATION</b>	<b>5</b>
<b>THE POLITICAL SITUATION ON ZHO-CHAKA</b>	<b>6</b>
<b>BACKGROUND POLITICAL PLOT</b>	<b>6</b>
<b>COMMENCING PLAY</b>	<b>7</b>
<b>THE CHAKAN SYSTEM</b>	<b>9</b>
<b>PLANETARY BRIEFING</b>	<b>9</b>
<b>GEOGRAPHY AND ENVIRONMENT</b>	<b>9</b>
<b>HISTORY</b>	<b>10</b>
<b>CURRENT ECONOMIC SYSTEM</b>	<b>11</b>
<b>THE HOMEGUARD BASE</b>	<b>11</b>
<b>LOCAL ATTITUDES</b>	<b>11</b>
<b>OTHER BACKGROUND MATERIAL</b>	<b>12</b>
<b>IMPORTANT NON-PLAYER CHARACTERS</b>	<b>13</b>
<b>NON-PLAYER CHARACTER SHEETS</b>	<b>CENTER INSERT</b>
<b>MEDIA SLIPS</b>	<b>CENTER INSERT</b>
<b>SECTION 1: NEW ARRIVALS</b>	<b>17</b>
<b>OVERALL PLOT FOR SECTION 1</b>	<b>17</b>
<b>FIRST IMPRESSIONS</b>	<b>19</b>
<b>INCIDENTS</b>	<b>23</b>
<b>SECTION 2: THE COUP</b>	<b>25</b>
<b>AT THE HOMEGUARD BASE</b>	<b>26</b>
<b>GATHERING INFORMATION</b>	<b>26</b>
<b>TAKING ACTION</b>	<b>26</b>
<b>NEW EQUIPMENT</b>	<b>27</b>
<b>SECTION 3: NEGOTIATION</b>	<b>29</b>
<b>CONFRONTATION WITH OHPI</b>	<b>29</b>
<b>NEGOTIATING A SETTLEMENT</b>	<b>30</b>
<b>AFTERMATH</b>	<b>32</b>

# Torva City Districts

The following is a broad description of each of the districts in Torva City, particularly noting relative wealth and crime risk. Use this information in conjunction with the Torva City map on the inside front cover.

1. Newer suburbs. Low-rise apartments and small multiplex residences. Solidly middle class family neighborhood. Low crime rate; perceived to be safe. Civically/politically comfortable with status quo; tends to conservative.

2. Older residential neighborhood. Low-rise apartments and occasional high-rise apartments. Was formerly choice neighborhood, but now in decline. Middle to lower middle class live here due to economic need. Real crime rate low, but perceived to be high. Civically/politically more insecure; likely to find active left/right action.

3. Older high density living district. Medium- to high-rise apartments. Working/lower class residential area. Crime rate low to moderate; perceived to be moderate. Civically/politically more insecure; locals less active, but being courted by left/right activists.

4. New suburb. Middle to upper class low-rise apartments and condos. New “yuppie” neighborhood. Low crime rate; obvious private security to make sure it stays that way. Civically/politically insecure and conservative; can be reactionary.

5. Older suburb. Old money upper class neighborhood, individual residences. Low crime rate and low-key private security. Government and political leaders of left and right live here; socially upper class conservative.

6. “Old Town.” Mixed business/residential area. Older medium-rise buildings with all manner of interesting things going on; arts and performance area. Crime rate moderate; perceived to have a lot of action. Alternate venue for political action/radical chic from university district.

7. Downtown business district. Medium- to high-rise offices; business core of the city. Retail businesses are scattered throughout, but everything closes at end of the day. Daytime crime rate low; nighttime crime rate perceived to be very high due to emptiness.

8. Older business/industrial area. Factories and warehouses. Real crime rate low; perceived to be high.

9. Marina, condos, and high-rise apartments. Middle to upper class mix of yuppies and old money boating people. Crime rate moderate; perceived to be low. Civically/politically ranging widely according to the individual's background; no cohesive sentiment beyond boating.

10. Harbor district. Working dock area, mostly containerized cargo handling, warehouses, and ship servicing. Not many people actually in area, so little crime.

11. University district. Off-campus retail and residential area. Low- to medium-rise mixed use buildings. Crime rate high; perceived to be low to moderate. Civically/politically a public venue for all manner of political action/radical chic.

12. University campus. Low-rise dorms and classrooms, and a lot of open space. Crime rate very low—a very quiet campus. While all manner of socio-political issues are passionately debated in the classroom and the dorms, all outward signs are taken to the university district for public display.



# ZHO-CHAKA

## Introduction

*Zho-Chaka* is an *Albedo* adventure for one or more characters serving with the EDF, ConFed administration or diplomatic corps, or with the Homeguard of the planet Zho-Chaka.

The scenario will introduce the player characters to Zho-Chaka, a well developed world on the outer edge of the ConFed sphere of influence. The characters will become aware of new political developments which have shaken Zho-Chakan society. A number of violent incidents will occur, finally culminating in a coup attempt in the capital city. The players will have to adapt to the situation as best they can in an effort to keep the peace.

The scenario should cause players to make a number of value judgments. They will have to decide upon difficult courses of action. Duty may end up conflicting with personal loyalty.

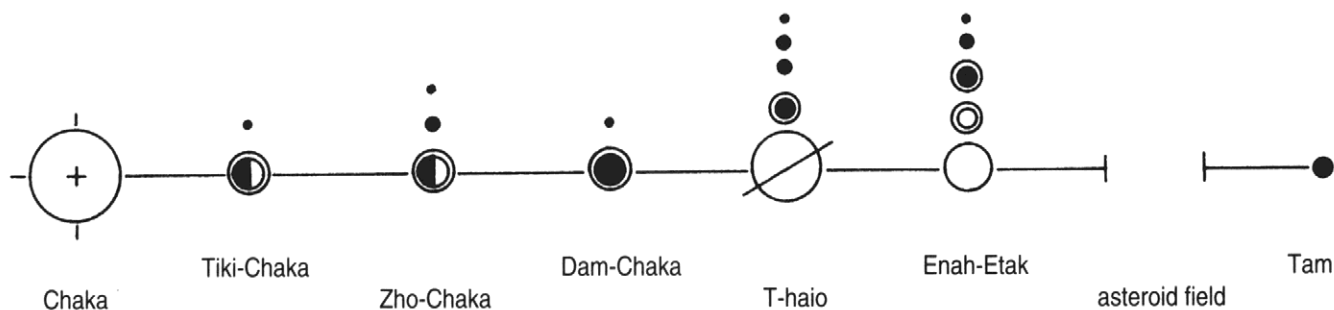
The scenario works very well when run by an umpire for a single player, but can be run for a group as long as the group is kept relatively small. All player characters who are ConFed personnel will have been newly assigned to Zho-Chaka. They will be either junior

in rank (slightly *too* junior for the tasks they have been assigned), or will have annoyed someone in power. Either way, they are potentially expendable. Local Homeguard characters will have spent the past few years stationed in rural/frontier areas, well away from the political life in the cities.

The scenario is divided into three stages: New Arrivals, The Coup and Negotiation. Run each of these sections in sequence.

### PREPARATION

Pull out the center sixteen pages of the book. Separate the NPC sheets for ready reference. Make a photocopy of the news article sides of the media cards and cut them apart to be used as handouts for the players. Keep the originals (cut them apart or not, as you prefer) so that you have access to the research information to be gained from them. Make photocopies of the maps on the inside covers and of pages 8-12 and distribute them to the players (they would receive them as part of their briefing, or would have the information available as locals).



## THE POLITICAL SITUATION ON ZHO-CHAKA

The spectacular economic growth of Zho-Chaka under the new "private ownership" economic system has plateaued out. Zho-Chaka is now economically stable, and has once again established itself as an important world within its sector.

The Zho-Chakan Progressive Party (ZPP) has minimized Zho-Chaka's ConFed commitments. A radical wing of the party has now begun to openly voice separatist sentiments. Although the radical wing is still a minority, they have formed influential alliances with local business interests.

A new development on Zho-Chaka is the Citizen's Militia Force (CMF). The ZPP created this organization as a means of actively involving the citizenry with the running of their society. The CMF is a part time, volunteer organization which functions as a combined emergency service and citizen's police force (taking over some of the minor patrolling tasks once delegated to Zho-Chaka's police force). The CMF is also supposed to receive a small amount of military training, allowing it to act as an auxiliary to the local Homeguard.

Unfortunately, the CMF has gotten out of hand, being the pet project of several influential members of the ZPP. More and more police powers have been granted to the CMF, and certain CMF units now receive a lot of military training and equipment. The budgets of the Homeguard and police have been ruthlessly cut back (these organizations now run on less than minimum effective strength, and cannot fund recruitment or training). Meanwhile, the CMF has become almost a private army for the ZPP – numerous, well equipped and well trained.

The ZPP has created economic growth at the expense of the disadvantaged. Zho-Chaka has become a cutthroat environment, where the weak are readily victimized by the strong. There are no practical state support mechanisms for disadvantaged citizens. Zho-Chaka is no longer the ideal environment for the small entrepreneur to grow and prosper, as the ZPP originally promised. Large corporations and powerful individuals now dominate the economic and political scene, choking out the small operators.

## BACKGROUND POLITICAL PLOT ZHO-CHAKAN POLITICS

Conservative elements of Zho-Chaka's society are keen to reaffirm their planet's ties with ConFed, and fear the possibility of the ZPP's radical left gaining power. Some reactionary members of the ZPP, combined with a few members of the old socialist regime, now plan a coup. The current government will be forcibly ousted and replaced by a provisional administration that will reaffirm Zho-Chaka's ConFed commitment. The reactionary administration will also seek to modify the economic system to incorporate state controls over the private sector, state ownership of all essential services (power generation, medical services, etc.), and the reestablishment of state run social services (state support of the unemployed and the disabled, etc.).

These are actually fairly rational and well thought out aims and goals. Members of the reactionary movement are very sincere in their beliefs, and are not rabid fanatics. They have simply realized that their political and economic goals will only be achieved through violence. The ZPP are clearly going to ruin the planet, and the time to stop them is NOW!

The reactionary conspirators have the full support of Zho-Chaka's police force, which will provide the military muscle for the coup. The police have slowly been losing their powers and budget to the CMF, and deeply resent the ZPP regime. They have also had a great deal of exposure to the new impoverished class, and have seen more than their fair share of injustice.

Torva's university is a hotbed of politics also. Pro-ZPP and anti-ZPP factions are in constant strife. Ohpi Choa went to this university, and was a close friend of the present CMF unit commander. Her police force has struck an alliance with the university CMF unit and with several units in the rural areas, which do not receive the same financial attention as the larger city units. The university's CMF unit has a large weapons arsenal – large enough to equip their allies amongst the student body.

The rebels realize that their actions might prompt an EDF response and ConFed occupation of their planet. Although this achieves their major goal of reaffiliation with ConFed, they wish to preserve their precious independence. They want recognition – not occupation.

## DIRTY MANEUVERS IN CONFed

Some person in a powerful position within the ConFed administration has predicted the outbreak of civil war within the Chakan system. This unknown person would profit from the conflict, specifically by an EDF pacification of the planet. There could be any number of options as to why and how (e.g., the unknown party might plan on buying up local armaments and high tech manufacturing facilities).

This unknown party has arranged for the player characters to be assigned to Zho-Chaka right at the moment of crisis. Being young and inexperienced, it is hoped that the player characters will act as on-the-spot negotiators with the new regime and make bad decisions. Specifically, the unknown party hopes that the player characters will either panic and call for EDF intervention, or that they will make a deal with the new regime recognizing the new government in return for a cease fire administered by EDF troops.

If the player characters "disappoint" these expectations, then they will have gained a *powerful* enemy. It is up to the umpire to follow this through in future scenarios . . .

## THE NET

The Net is well aware of the impending crisis on Zho-Chaka. Although it dislikes chaos and violence, it also has no love for the ZPP regime in its current state. The Net would like to see a change in the social and economic structure of the Chakan system.

The Net is partially aware of the ambitions held by the unnamed, unseen member of the ConFed administration mentioned above. The Net has not been able to affix an identity to this individual (it might even be a group of individuals), nor has it any concrete proof which could be offered without revealing its own existence. The Net will try to thwart the scheme while pressing forward its own ends by working through the player character(s).

Although the schemer within ConFed Central has conspired to have young, inexperienced officers assigned to Zho-Chaka at this time, the Net has spoiled their plan. The Net has specially chosen the player characters for this particular job, feeling that they show promising judgment and initiative despite their junior ranks and lack of experience. The Net will quietly assist the ConFed staff as much as possible without directly revealing itself, unless one character demonstrates particular skill and integrity, in which case the Net might take that person into its confidence.

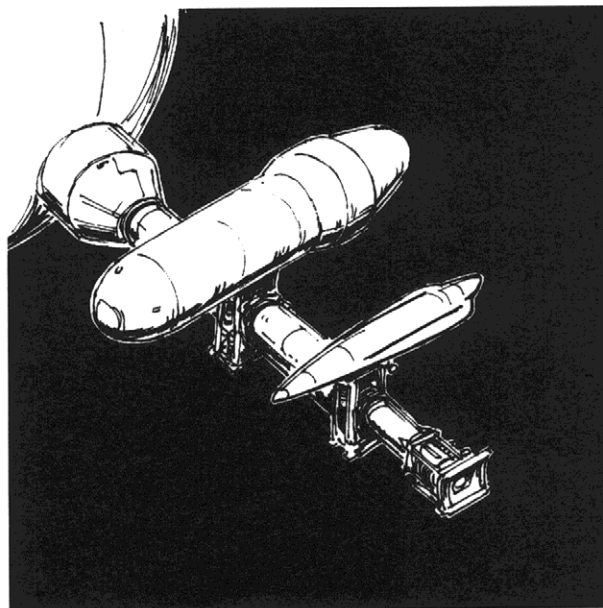
## COMMENCING PLAY

One or more player characters find themselves on board a commercial starship en route to the Chakan system. They are all reasonably inexperienced (in terms of years) and junior in rank, but may have had to deal with "interesting" events in the recent past. Their new assignment comes as a surprise to them, and they have all been given jobs which seem to bear heavy responsibility, given their current ranks and ages.

Characters who are diplomats will have been assigned as ConFed liaisons to the local government. They have been told of the local shift towards separatism, and are instructed to do what they can to assure local government of ConFed's ongoing commitment and support.

Characters who are serving in combat arms of the EDF will have been assigned either as training officers (sent to Zho-Chaka to cross-train local Homeguard troops in EDF tactical doctrine), or as inspecting officers sent to report on the state of the local military. EDF staff personnel will have been given positions as military liaison officers, and will be told that their duties involve investigating the local on-hand production, technology base, and arms stores.

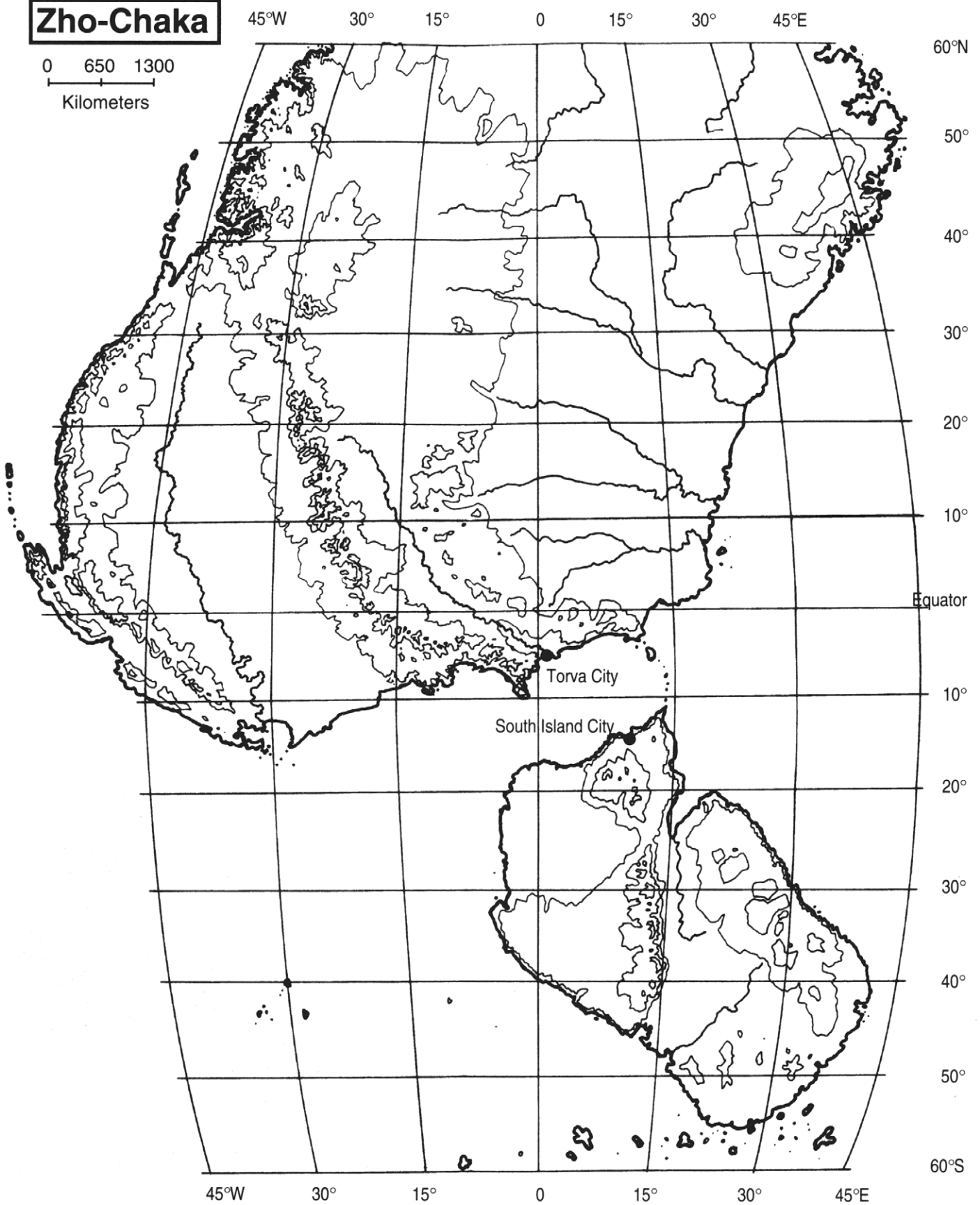
As their background research before the scenario begins, all players (and the umpire!) should review the general information on the Chakan system (see pages 9). Deeper questions should be answered by the umpire (drawing on the information listed in the section "The Political Situation on Zho-Chaka" on page 6). Keep the growth in power of the CMF a secret until the player characters can see it first hand.





# Zho-Chaka

0 650 1300  
Kilometers



# The Chakan System

## PLANETARY BRIEFING

Navigation reference Z2709. Intelligence update current as of 201-03-01.

The Chakan system lies in the outer rim of ConFed space, well away from the ILR sphere of influence. The system is becoming important within its own locale as a producer of manufactured goods and novel innovations of current technologies. The Chakan system may one day be a vital link in the "Rim circuit" trade route.

Zho-Chaka is the primary planet in the Chakan system. It has recently undergone a traumatic change in its economic system, with state ownership of goods and services being entirely replaced by private ownership. The final results of this radical change are yet to be seen.

The code for the system using standard notation is 47354A1036233264 (see *Albedo* rulebook, p. 127).

## INNOCULATION REQUIREMENTS

The active local ecology harbors several organisms that can be harmful to offworld life. All visitors are required to undergo inoculation against local parasites and diseases before disembarking on Zho-Chaka. For their own safety, offworld visitors will also be required to undergo a medical examination after their first week on planet.

## GEOGRAPHY AND ENVIRONMENT

Slightly low temperatures cause the bulk of Zho-Chaka's population to confine itself to living in the planet's temperate equatorial band. Within that band, the climate tends to be warm and sunny.

The planet has two major continental masses, as well as extensive ice caps. Only one continent is currently inhabited. Most of the population is concentrated in the capital of Torva City, the only major city (population 1 million), although the smaller city of South Island City (some 300km south of Torva City) is home to 300,000 people. Population tends to remain in the city zones. There is only a very small rural population.

## ECOLOGY

The local ecology is simple, and ecological niches were originally filled with very simple plants, arthropods and insect life. Imported plants and their supportive creatures have been extensively spread about the inhabited land mass and have adapted well to Zho-Chaka, mingling with but not displacing the local flora and fauna.

The local ground cover is called "puff grass." It consists of small spherical clumps of fine, springy photosynthetic blades. A far larger variant of this basic form, called a "pom pom" tree, raises this leafy clump up on a sturdy stalk. These plants may range from bush sized to full trees up to 10 meters tall (often sprouting multiple leaf clumps).

Local insect analogs come in a number of varieties, including some quite sophisticated amphibious species. Zho-Chakan "insects" have a primitive but efficient book lung/gill system, and some species are even warm blooded. When mating, a number of Zho-Chakan insects make particularly beautiful mating calls which greatly add to the charm of summer nights. Harmless sea insects often climb up onto the beaches to lay eggs or to feed at low tide.



## HISTORY

### INITIAL SETTLEMENT

The Chakan system was settled in the year 121 (some eighty years ago) by a corporate sponsored colonization effort. The colony was not a financial success, and the private backing for the colony was withdrawn. Upon being approached by the colonists, the government of Danet elected to take on the sponsorship of the embryonic colony through its first difficult years. Thus bolstered by inner system immigrants, as well as refugees from the ecological disaster on the rimworld of Xica (who settled the colony of South Island), the colony grew and thrived over the next few decades into a well established (if unimportant) outworld.

### POLITICAL ORGANIZATION

As Zho-Chaka's population and technological base grew, it developed an economic system loosely based on the systems of the inner ConFed worlds. Governments were elected democratically in elections that took place every few years. Not all people qualified for the vote — only those citizens who had ongoing employment, or who aided the community by volunteering time to social service projects and organizations were actually enfranchised.

Property was largely owned by the community, and the work that any individual performed entitled that individual to the use of these state-controlled goods and services. A great deal of control was exercised by the state over who had the use of what resources, and the state education system and career selection processes largely dictated the professions and options open to the individual citizen. While the planet's prosperity continued, the system was benevolent and stable.

In the aftermath of the ILR war, changes began to come to Zho-Chaka. Trade routes slowly shifted and realigned as new worlds were opened up on the far rim. Zho-Chaka suddenly became a backwater planet, and trade with the core worlds petered out.

The next ten years were not good ones. Exports were sent to other outworld and rim systems, but the days of big money were over. Zho-Chaka's economy went into recession, and expansion of population centers and industries ceased. A succession of poor governments turned the nation's political/economic system into a rigid, repressive bureaucracy. Civic morale plummeted as the government began to be seen as an oppressor. As people began to lose faith in their

government's good intentions, the citizens pulled out of voluntary civil services, and the percentage of enfranchised citizens dropped sharply.

### THE NEW ORDER

Suddenly, in 196, everything changed. An amalgamation of youth movements and civil action groups created a new, vital political party. Titled the Zho-Chakan Progressive Party (ZPP), this new party won the next election by a landslide as the national imagination was caught up by the ZPP's enthusiasm.

The ZPP's economic policies were a strong reaction against the old political order. The ZPP advocated the private ownership of goods as a new alternative to the oppressive, corrupt state control of resources. The ZPP movement upheld the "freedom of the individual to excel through his own efforts." Within a few months of gaining power, the ZPP government had embarked on the first "vital" steps towards privatization and the dismantling of the old state property system.

The next three years were like a golden age. New industries developed and intra-system operations boomed. An intensive modernization effort brought advanced technologies and technical personnel to Zho-Chaka. The ZPP stimulated the local industries into producing items specifically designed for export to colonial and rimworld markets. As a result Zho-Chaka gained the respect of the local outworlds and a number of minor colonies.

It is now six years after the ZPP's private ownership revolution. Most social support mechanisms are now in the hands of the private sector, rather than the state (e.g., insurance and superannuation have replaced pensions and unemployment benefits).

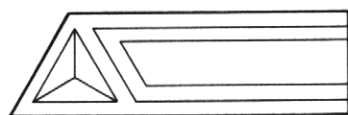
### THE CITIZEN'S MILITIA FORCE

Another important part of ZPP policy was the direct involvement of the population in the running of society. The planet remained a controlled democracy, but the populace was offered a new way of earning franchise: the Citizen's Militia Force (CMF).

The ZPP established a part time, volunteer militia, designed to provide an organization through which the average citizen could become directly involved in the working of society. The militia was to take on the tasks of emergency relief and minor police tasks (acting as a sort of neighborhood watch), and was to receive basic military training. Regional militias began to form all across the planet.



## CMF INSIGNIA AND UNIFORMS



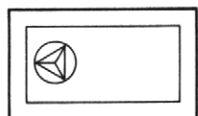
Collar Insignia



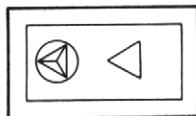
Hat Insignia

### Shoulder Tabs

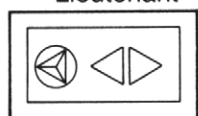
#### Officers



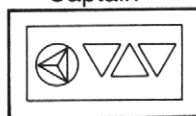
Lieutenant



Captain

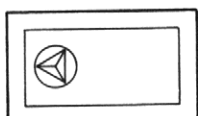


Major

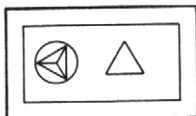


Colonel

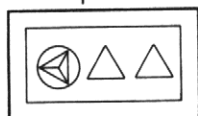
#### Specialists



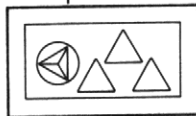
Spec. 1



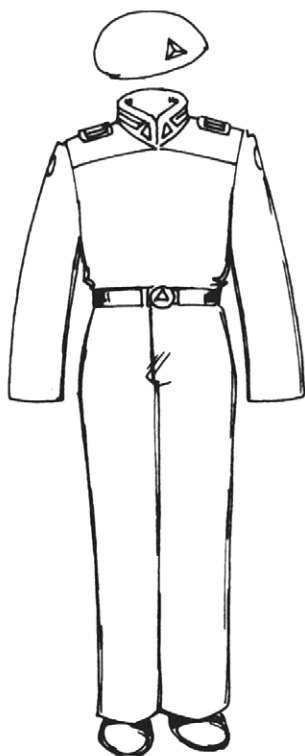
Spec. 2



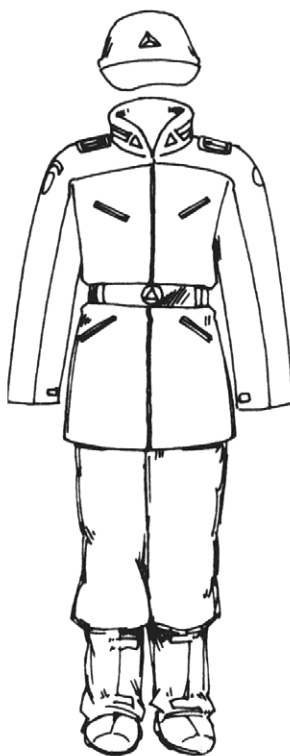
Spec. 3



Spec. 4



Day/Dress Uniform



Battle Dress Uniform

## THE CURRENT POLITICAL SITUATION

A radical wing of the ZPP has recently begun to voice separatist sentiments. This radical wing is slowly gaining popularity, and could threaten ConFed interests on Zho-Chaka.

## CURRENT ECONOMIC SYSTEM

All property is owned by individual citizens, although the state retains ownership of "public property" such as parks, unclaimed land, civil administration buildings, etc. Citizens of Zho-Chaka must work to earn money, which is used to pay for their needs. Even the most basic necessities such as housing and medical care must be paid for. The state now provides no support mechanisms for the citizenry.

The ownership of private property is heavily protected by law. The state is not empowered to remove property from citizens without due legal cause.

## LOCAL TECHNOLOGY

The local technology base is quite advanced. Robotic-assisted production facilities allow high tech items to be produced in bulk. While the manufacturing facilities on Zho-Chaka do not constantly turn out every possible variety of goods, individual facilities may be reprogrammed to make special run items (though this raises their expense). Local ground vehicles tend to use gas turbines as power plants. Fusion power plants are produced locally. Zho-Chaka now has an orbital factory facility which is capable of producing and servicing starships. This facility receives its raw materials from Zho-Chaka, from mining developments on the moons, or from the companion planet Tiki-Chaka.

## THE HOMEGUARD BASE

The base is located just outside of the city, near the beaches. (A map of the base is included for your information.)

The total staff on the base is 550 people. 400 of these are combat troops, and the rest are mechanics, administrative personnel, cooks, cleaning staff, etc.

Vehicles on site include:

3 staff cars	1 utility truck
1 bulldozer	1 armored recovery vehicle
1 fire truck	4 heavy trucks
4 armored scout cars	16 light armored vehicles
4 heavy tanks	6 aerodynes (all Aero 8's)

## LOCAL ATTITUDES

### SEX

There are few moral codes on *Zho-Chaka* that will interfere with a character's choice of sexual activity. Permanent pair bonding (or group bonding in the case of polygamous and polyandrous races, or races that collect into family groups of several males and females) is seen as desirable, and a formal legalization of such relationships is available (this gains advantages for the bonded citizens, both legally and socially). Sheer promiscuity for its own sake is frowned upon because of the damage that it can cause to permanent pair bonding.

Homosexuality is normally rare in *Albedo*, and is seen in varying lights depending upon the planet and culture. On *Zho-Chaka*, it is seen as an interesting little behavioral quirk, but is not in any way scandalous.

### FAMILY

There are no extended families on *Zho-Chaka*. Couples and groups who have children are left to their own devices to provide child care and support for their offspring. Parents often collect together into "care groups", where child minding is shared between the members, removing the necessity for any individual to give up work and become a full time parent. This system is quite common in *Albedo*, but in the new money-oriented economic system of *Zho-Chaka*, it is vital. It would be hard for many couples to make ends meet if they suddenly lost one of their wage earners.

### SECURITY MONITORING

One of the first acts of the ZPP was to remove the security monitoring sensors in private homes and in public places that had allowed the previous regime to keep such a tight control over the citizenry. Only high security installations such as the Homeguard base in *Torva* now have active security monitoring. The local computer net still has some security functions present.

*Zho-Chaka* makes very little use of security sensors otherwise. For the normal citizen security monitoring, psychological/medical counselling, etc. are available on request in most homes, but these services must now be paid for. The population has very little opinion either for or against tight security monitoring. It did not become an issue. At this point, however, there would probably be a public reaction against its reinstallation.

## POPULAR MORALE

Citizens are now very active in expressing their opinions and aiding their society (this is an extreme reaction to the apathy present during the last years of the old regime). Individual involvement in political clubs, social service organizations and discussion/action groups is eager and extensive. Individuals feel responsible for their own actions, and for the actions of their government.

## OTHER BACKGROUND MATERIAL

### ACCENTS

The typical *Torvan* accent is an easy drawl with characteristically flat vowels (much like an Australian accent). This is fairly common amongst colonies established at the time of *Zho-Chaka*, and visitors from other ex-secondary colony worlds may feel right at home. There are some quaint, colorful local colloquialisms in use, but few of them are printable here.

The population of *South Island* has a distinctive accent that could best be described as a musical lilt. Words are spoken in an easy sing-song (much like Celtic dialects of English). A *South Islander* can be readily identified by this unique accent. They are proud of this distinction.

### FOOD

*Zho-Chakan* food can be a surprise to the unwary. Local tastes run to sharp, hot spices, and many foods are eaten with the fingers rather than with utensils. The local tea is particularly offensive to most offworld palates, being a thick, pungent brew with a distinctive bitter after taste.

### CLOTHING

Local clothing is extremely colorful and varied. Locally made items vary widely in quality and price, but provide an incredible range of style and cut. Public nudity for mammals is not acceptable to the local population. Some form of body covering is always required when in a public place.

# Important Non-Player Characters

Included in the center of this book are character sheets for the six important non-player characters in this module. They can be easily removed for ready reference during game play. The following information supplements that on the character sheets for specific game situations.

## OHPI CHOA

Police Commissioner  
Torvan Administrative District

### Meeting Ohpi

The first time characters meet Ohpi will probably be in the ConFed enclave. They will see a gorgeous female fox in a smart black uniform tiredly arguing with a Homeguard supply officer. Upon getting closer, player characters will see her tired, harassed expression and rumpled clothes. Ohpi is snubbed by the supply officer, and turns wistfully away. She will gladly talk to offworld visitors if they approach her to say hello.

### Additional Information

The following snippets of information can be gained from contact with Ohpi if the appropriate skill rolls are made. Each item is prefaced with the circumstances under which the information may be gained, and the required skill roll.

#### Casual conversation

Assess Person vs 5

Ohpi often has a habit of talking about herself in a tone of sarcastic self deprecation.

#### Intimate conversation

Assess Person vs 10

Ohpi seems strained and nervous. She is obviously disturbed about something, but won't talk about it.

Detect Lie vs 10

Ohpi is terrified of something, and is trying to conceal it.

#### Eavesdropping

Snitch vs 10

Ohpi occasionally has private talks with base personnel (such as Major Ekku, whom she clearly dislikes). Ohpi also disappears for hours at a time, and nobody seems to know where to find her (she goes off to meetings with her co-conspirators). Ohpi will rarely invite player characters into her home, since it is used as a planning center for the coup.

#### Efficiency evaluation

Admin vs 5

Ohpi completely lacks the experience and prerequisite skills for her high position. She is also far too young for such a senior appointment. Nevertheless, she is a popular and respected leader, mostly because of her patience and unflagging determination. Ohpi's appointment was deliberately engineered by ZPP politicians. She was originally a social counselling officer on South Island.

#### Records search

Research vs 10

Ohpi's sole legal parent (her father) died two years ago in a traffic accident, only three days after Ohpi received her current position. He died en route between hospitals having been refused entry into the first hospital since he did not have the correct kind of medical insurance to cover the treatment.

#### Computer psych analysis

Computer Ops vs 5

Computer psychological analysis of Ohpi's personality would require a character to either convince Ohpi to have an in-depth interview with the Net (unlikely), or have the PC talk "heart to heart" with Ohpi over several sessions while the computer net listens in. If either is done, then the computer will be able to inform the PC's that Ohpi is frightened of her offworld friends, even though she seems to need them. She also seems to be carrying a heavy burden of guilt and self loathing.



**COLONEL TAMPRA**

Commanding Officer  
Torva Homeguard

**Meeting the Colonel**

The Colonel will expect a visit from his offworld guests within a short while of their arriving in the ConFed enclave. If more than thirty minutes goes by without his visitors voluntarily coming to see him, he will send them a curt message requiring their presence in his office.

**Additional Information**

Each item is prefaced with the circumstances under which the information may be gained, and the required skill roll.

Literature search

Current Affairs vs 10

The Colonel is a prolific writer of political commentary in the net. He work is always pro-ConFed, but is not anti-ZPP. He seems to see the ZPP as an energetic movement which has revitalized Zho-Chaka. He feels that the anti-ConFed movement is due to the radical left, a dangerous group of fanatics who must be curbed before they create trouble.

Base gossip

Mingle vs 10

The Colonel is well liked by the men, even though they tend to grumble about him being a stickler for mindless details.

**MAJOR EKKU**

Executive Officer  
Torva Homeguard

**Meeting Major Ekku**

Major Ekku will seek out the player characters soon after they appear on base. He will pump them for information about their mission and their needs. Although friendly, he also seems to be slightly wary.

**Additional Information**

Each item is prefaced with the circumstances under which the information may be gained, and the required skill roll.

Casual conversation

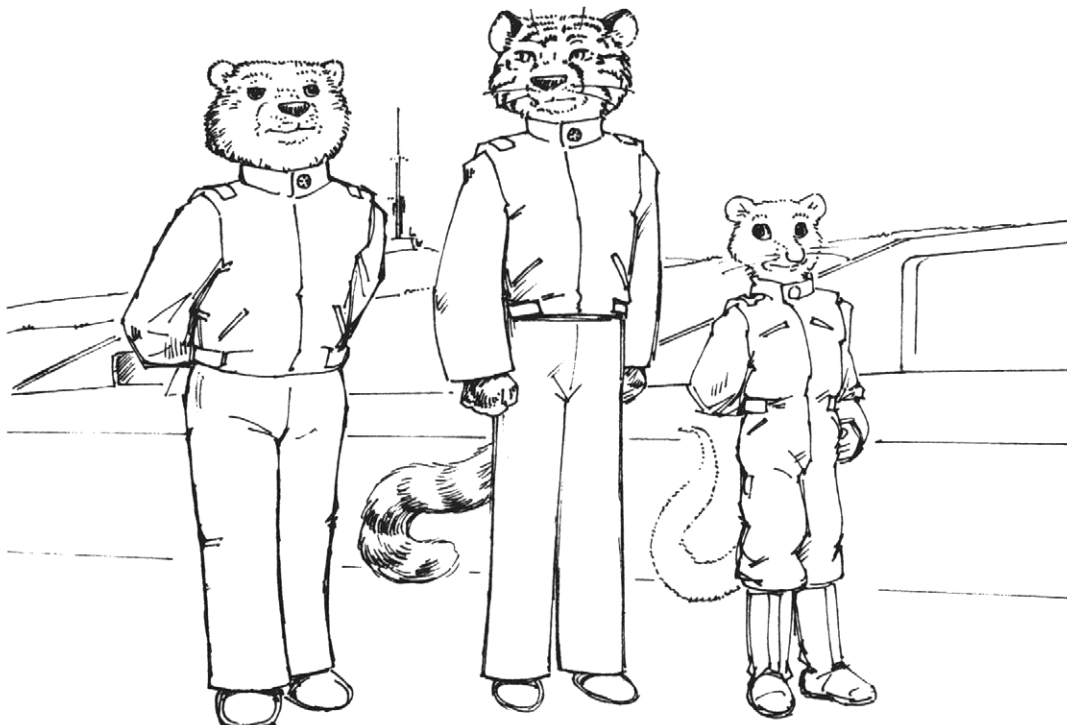
Assess Person vs 5

Major Ekku keeps a cold, calculating mind beneath his friendly exterior. The PC can see in his eyes that he is constantly sizing them up. (A success roll of 2 points lower than the minimum required score will make a PC gain an Antipathy of 1 with the Major).

Active eavesdropping

Snitch vs 10

Ekku has an inner group of five or six close confidants amongst the lower officers and the NCO's. All of these men (as well as Ekku) have strong anti-ZPP opinions.



**LIEUTENANT HARKO**

Junior officer  
Torva Homeguard

**Meeting Lt. Harko**

Harko will meet the player characters at the airport in a ground car. He will be pleased to meet such interesting visitors, and will want to give them the best possible impression of his home town. Even so, he will let slip a few derogatory comments about the CMF.

**Additional Information**

The item of information is prefaced with the circumstances under which it may be gained, and the required skill roll.

Spying

Snitch vs 10

Harko is having an affair with the daughter of a ZPP official. Both he and the girl wish to keep the matter their little secret.

When the coup breaks out, the girl's father will be assassinated by the rebels. When this information comes to light, Harko goes into a terrible state of fear and anxiety. He will seek to track down his lady love and bring her under Homeguard protection. If Ekku has ordered non-interference in the fighting and the PC's refuse to stir into action, then he will go AWOL, possibly taking his closest squad members with him! He will bring the girl back to the ConFed enclave.

**ASSISTANT COUNSELLOR ORIAN**

ZPP back bencher

**Meeting Orian**

Assistant counsellor Orian has been detailed the odious job of answering all questions that the ConFed visitors might have for the ZPP. If the player characters decide to meet with government representatives, then they will meet Orian.

**Additional Information**

The following snippets of information can be gained if the appropriate skill rolls are made. Each item is prefaced with the circumstances under which the information may be gained, and the required skill roll.

Casual conversation

Detect Lie vs 10

Orian is a lying, conniving, oily little sleaze.

Mingling with ZPP members

Mingle vs 10

Orian's rise in the ZPP was meteoric, and he seems to be allied with several big business concerns who have helped him in his climb.

Records search

Research vs 10

Tassevor Holdings, an offworld partner in the construction of Zho-Chaka's orbital docking facilities, has made large campaign contributions to Orian. A request for further information from offworld will take two weeks in turnaround time, and will require the calling in of major favors from allies in ConFed, the media, or the EDF. Success will reveal that Tassevor Holdings has suspicious connections to powerful figures in ConFed command.

Breaking into Orian's private offices

Sneaking vs 15

Orian keeps contingency plans for his own control of Zho-Chaka in case of a fall of the government. These files include lists of "difficult" personnel who are to be "removed." All ConFed personnel and all Homeguard loyalists are on this list. Monies from Tassevor Holdings are kept in a secret account, ready to support the expenses of Orian's operations.

Inspecting Orian's computer files

Computer Operations vs 15

This can only be accomplished if Orian's office is successfully broken into. Monies from Tassevor Holdings are kept in a secret account, ready to support the expenses of Orian's operations.

Placing Orian under surveillance

Sneaking vs 15

Orian occasionally meets with shady figures in cafes by the docks. These are usually personnel from offworld vessels which are docked at Zho-Chaka's starport.

**COUNSELLOR TENEMAH ZACHI**

ZPP Minister

**Meeting Tenemah**

Assistant counsellor Tenemah would seek out the player characters at any official government function to say hello. He is sincere and outspoken, and seems to be avoided by most of the other ZPP members.

**Additional Information**

The following snippets of information can be gained if the appropriate skill rolls are made. Each item is prefaced with the circumstances under which the information may be gained, and the required skill roll.

Casual conversation

Mingle vs 5

Tenemah Zachi will gladly talk with the player characters, and much can be learned from him. His language is mellow, controlled and self deprecative. He will tell the player characters of the power of the big corporations, and how it is *they* who truly control the ZPP. He sees his colleagues as sycophants, cowards and traitors, and himself as the biggest fool of them all.

Records search

Research vs 5

Counsellor Tenemah Zachi was a major hero of the early ZPP movement. To this day, he pulls overwhelming votes within his electorate, and is extremely popular as a public figure.

Council meetings minutes search

Research vs 10

For the past three years, Counsellor Zachi has failed with every bill that he has attempted to pass or block.

Network articles search

Current Affairs vs 10

Counselor Zachi once wrote reams of political commentary for the debate nets, but has had no work published for the past two years.

Computer Ops vs 15

He does still write many articles, but under aliases. His articles disparage ZPP mainline *and* radical policies.

**OPTIONAL CHARACTER**

Umpires may wish to complicate the PCs' lives by reintroducing an old friend from the Tashtan Station adventure in the *Albedo* 2nd edition rulebook (see page 149).

**DOCTOR VORGETTA**

Medical Officer

Torva Homeguard

Vorgetta is really Pitir Chorko and is originally from Zho-Chaka. After the ZPP were elected to power, he began writing articles on the net ridiculing the ZPP leadership. He also organized and participated in many anti-ZPP demonstrations, some of which turned violent. He fled the planet five years ago, and is still wanted by local and ConFed authorities as a terrorist.

He was contacted by Ohpi Choa, who convinced him that he could be of help in the coup against the ZPP. Ohpi managed to coordinate his transfer from Tashtan Station to Zho-Chaka without anyone discovering (yet) his true identity.

**Meeting Vorgetta**

The PC's will meet Vorgetta when they report for their mandatory medical examination one week after they arrive. Depending on what activities the PC's have been involved in, or what contacts they have already made, Vorgetta may use the examination as an opportunity to plant subdermal bugs or transponders to assist rebels in tracking the PCs' activities.

**Additional Information**

Clues to Vorgetta's true nature might be had by placing him under surveillance. Vorgetta's photos and records (under the name Pitir Chorko) can also be found at the ZPP's secret computer files in central Torva, although these are not available to access through normal means.

# Section 1: New Arrivals

Section 1 of the scenario will involve the players in gathering information on what is *really* happening on Zho-Chaka. This part of the adventure should have some of the flavor of a "whodunit" – the information is there, if only the characters could figure out what it actually means! Just as they begin to get some idea as to the real action going on behind the scenes, events will take a hand and play will move on to Section 2 ("The Coup").

The first section of the scenario should take place over a few weeks of game time, depending on how the scenario flows for your particular group. When everything seems tense and ready, go over to Section 2.

## RUNNING SECTION 1

Read the overall plot and *understand* the events that will be taking place behind the player characters' backs. Give the players a firm impression of the feel of the city and the political atmosphere (make them start to worry!). Introduce the player characters to the NPC's, and let them gain allies, suspicions and clues. Each NPC has a list of clues and information that may be gained from them under the proper circumstances – use them!

The PC's should get to know the local Police Commissioner, Ohpi Choa. This will make the discovery that she is leading the coup's military actions affect the player characters on a personal level.

Every day or so that a player keeps an eye on the local media nets, pass the character one or more media slips (see the instructions under Preparation on page 5). Make a copy of the news article side of the slips and cut them apart as separate handouts. This gives the character a TV news article which may be stored on his computer for later reference. On the back of each slip are the additional clues that might lead on from further investigation into the media article. Attentive characters should receive all of the media slips before Section 1 of the scenario draws to a close. Note to umpires: Event #12 is a red herring which has nothing to do with the coup.

## OVERALL PLOT FOR SECTION 1

The player character(s) have unwittingly stumbled on the start of a civil war. The first part of this scenario will involve the players in three ways. Firstly, their characters will begin to investigate the local situation, trying to puzzle out exactly what is going on, and who is behind it all. Secondly, the player characters will get to know the Torvan Police Commissioner, Ohpi Choa. This section of the adventure ends with the beginning of the coup.

## THE COUP CONSPIRACY

Police Commissioner Ohpi Choa has been contacted by the reactionary movement, and has been recruited into their organization. The reactionary movement plans a violent overthrow of the ZPP government. The new government will reestablish the state social support mechanisms that have been discarded by the ZPP, and will reaffirm its commitment to ConFed. The growing strength of the ZPP radical left (with its separatist policies) has forced the reactionary movement into action.

Ohpi Choa will lead the military effort of the revolution. Her police force is universally behind her, and will combine with rural and university CMF troops to provide the muscle for the coup attempt. They aim to strike quickly and cleanly, eliminating the ZPP leadership at a single blow. They plan to gain control of the power stations, computer communications nexi and food stocks in each city in a well coordinated strike.

To do this, they need weapons. The police have been arranging for CMF military supplies to be stolen, and have then burned down or blown up the supply depots to cover their escape. The government authorities have no idea that the police are behind these incidents, and instead suspect either the radical left, militant students, or the reactionary underground – anyone but the real culprits.

The reactionary movement has a lot of support amongst the upper officers of the Homeguard (the enlisted men and lower grade officers keep largely out of local politics). It has been arranged for officers who are rebel sympathizers to take control of Homeguard





units when the coup occurs. These officers will ensure that the Homeguard units will not intervene in the fighting.

The police and reactionary CMF are clever. They do everything that is expected of them, and raise no suspicion. The police in particular are seen as harmless, since the ZPP have cut away their budget over the years, whittled away their powers, and reduced them to a laughing stock. Ohpi Choa was placed in her current position because she was felt to be incapable of efficiently running the police force (as part of the ZPP's plan to remove the police force entirely). Unfortunately for the ZPP, Ohpi has proven to have unsuspected resources of determination and ability.

The rebels are almost ready to strike. Arms are being gathered, troops are being trained, and the plans are being finalized.

## PERSONAL RELATIONS

Player characters will meet Ohpi Choa, who will impress them with her quick wit and her wan little moods. Ohpi can often be found wandering about government departments, fruitlessly trying to scrape together equipment for her beloved police force. She is supposed to gather her equipment from the Homeguard, but the Homeguard can't even equip itself! Players should be encouraged to form a Tie with Ohpi, since this will make her involvement in the coup seem like a betrayal, and should spark off some difficult decisions.

Homeguard and ConFed mission personnel are all local residents, and are wary of their offworld visitors. Major Ekkku, the Homeguard's second in command, has warned all personnel to avoid any gossip or loose comments around the PC's (claiming that visiting ConFed personnel must not be burdened with the minor problems in base morale). In reality, Ekkku wants to ensure that no information about the intended coup slips out to the PC's. He is keen to lull PC's into a sense of complacency. He has also arranged for all player characters to be watched.

The player characters can gain allies amongst the locals in any number of ways. Homeguard soldiers or mission staff can be won over as friends – friends who might prove to be valuable if the PC's have to force the Homeguard to intervene in the civil conflict. Contributing to the underground press, political debates and local intellectual life might also win the characters valuable allies amongst the reactionary rebels. These contacts might prove useful when dealing with the reactionary leadership after the coup.

## FIRST IMPRESSIONS

The player character(s) will arrive on planet at the city of Torva via a commercial flight from Zho-Chaka's orbital shipyard facility. They will be met at the airport by a friendly Homeguard officer (Lieutenant Harko), who will drive them through the city on the way to the ConFed mission outside the main city perimeter. The ConFed mission is about ten kilometers outside of the Torvan main city area, in the outer suburbs. It is close to the harbor, and to a train terminal.

The player character(s) arrive on Zho-Chaka to find the planet in a state of mounting unrest. The ZPP regime has made some of the population rich, at the expense of the disadvantaged or the unlucky. Strong political beliefs are common: Most people are strongly in favor of the ZPP or the ZPP radical wing, or are strongly against the "greed head" politics advocated by the ZPP. Very few people on Zho-Chaka have no voiceable political opinions.

The ZPP is still very popular. The party's "greed head" policies appeal to the citizens who count (the rich, influential ones), and many people have prospered under their regime. Even so, a sizeable proportion of the politically active citizenry have decided that it is time for a change. This has given both the ZPP radical left and the reactionary underground a number of recruits.

## CMF UNIFORMS

All through the streets, the characters will see groups and individuals wearing the smart grey uniform of the CMF. These people are patrolling the streets, eating at cafes or staffing government offices.

Typical CMF members are enthusiastic and well motivated. They are proud of earning their franchise, and most of them have done well for themselves under the ZPP regime. They are not "Nazi brownshirts", but instead are active, politically motivated citizens who love their organization. The more radical members see themselves as eventually replacing/absorbing the police and Homeguard.

Characters who make an Assess Personality roll when talking to militiamen will realize that their "uniform mentality" is dangerous. The self image of members of the CMF is bouyed and reinforced by the organization. They feel that they belong, and will swallow whatever political dogma their leadership chooses to hand them.



## POLITICAL ART

The walls and billboards of Torva are host to bright, dynamic poster art, mostly ZPP propaganda and CMF recruiting posters. The art is very interesting – a bold experiment in color and caricature. Characters who have artistic skills will be deeply impressed by the technique, which plays very nicely upon the viewer's emotions.

Anyone who takes a close look will discover another type of poster art. Someone is covering over ZPP and CMF posters with their own work. These posters have often been ripped down, but the examples that the player characters find are striking. They normally depict a mother and child, or an old couple looking at the viewer with hopeless, empty eyes. The usual caption is a simple "Why?", or "State responsibility. Our shame." Characters should roll their Stability vs 10. A failed roll indicates that the character has been deeply disturbed by the artwork (develop a Tie of 1 to this work). It is technically competent, but seems to have a *disturbed*, nightmarish quality. Characters who have been affected by the art will react angrily to seeing it defaced.

## CAUTIOUS WELCOME

The player character(s) are given a cautious welcome by their comrades in the Homeguard and administrative services. They are all under strict instructions from Ekku to avoid spreading rumors of poor morale

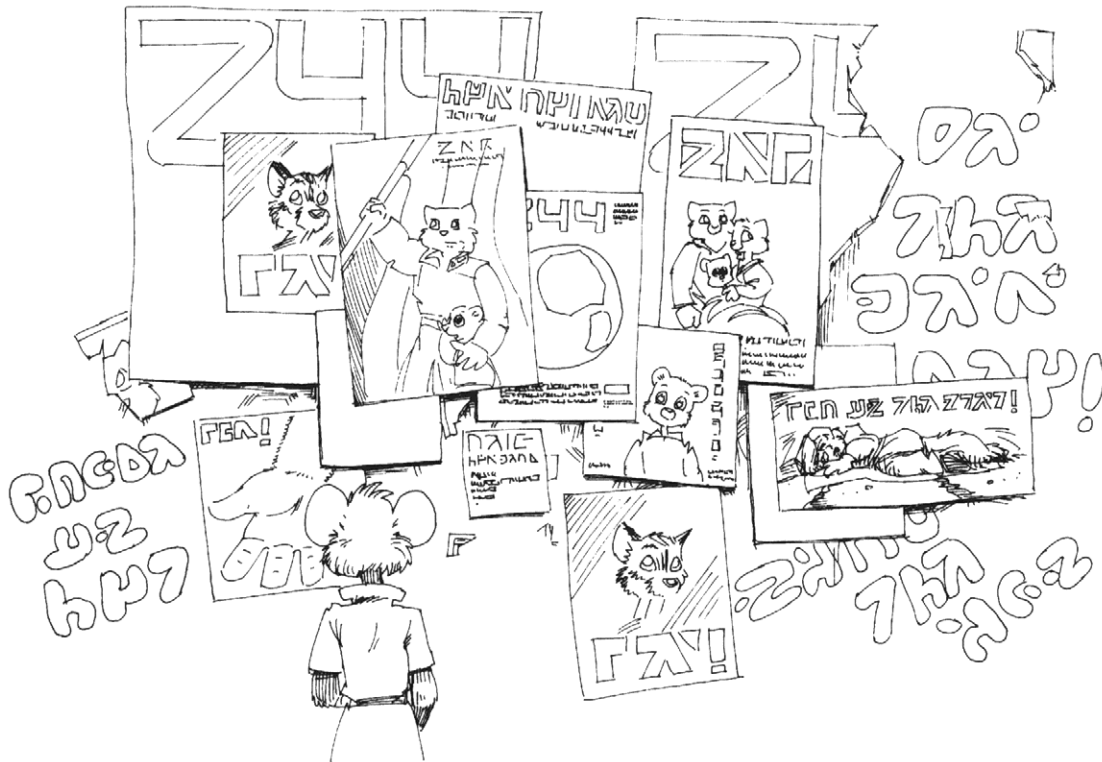
within earshot of offworld visitors. Despite this, the player characters should be able to woo themselves some friends amongst the base personnel. Competence, open friendship and a sympathetic ear will work wonders when trying to win friends amongst the harassed, impoverished staff (Yep - Homeguard pay rates are down, too!).

Most staff are ConFed loyalists deep down, since the political turmoil on Zho-Chaka has shaken their ability to believe in the planetary government. Bringing this loyalty to the surface might require clever psychology or a good speech from the player characters!

Homeguard troops always change out of uniform before going into town for private business. This is to prevent trouble with local separatists. Some guardies are starting to bitterly resent the separatists, the niggardly ZPP Homeguard budgets – just about everything! These characters will gladly take visiting offworlders to town to show them the sights. They might also start a fight with any separatists they encounter.

## CMF BASES

Each district of the city has its own CMF base. This serves as an arsenal, training facility, and social hall. Typically there are about a dozen duty personnel, with 100-200 troops showing up for twice-weekly parades and exercises. There are never any heavy arms, and usually only enough small arms to equip one



quarter of the men for combat. CMF do not wear body armor. Their troops are highly (nay, fanatically) motivated, and officers have skills in Political Science, Leadership and Tactics – but not Coolness under Fire!

The main CMF bases in the central city are an exception to the general rule. These serve as the ZPP's "storm troopers", protecting political rallies, beating up on the opposition, breaking heads, and polishing jackboots. These three central bases each contain about 300 duty personnel, armed with pistols and truncheons, with some rifles available in case of emergency. These men are highly skilled in Brawling.

## HOMEGUARD BASE

The "on paper" strength of the local Homeguard troops consists of about 400 infantry, twenty-four armored vehicles, and six Aero 8's. In reality, the Homeguard is down to 50% of its required personnel strength. The Homeguard quarters seem empty. Few vehicles larger than cars are ever seen moving about.

The Homeguard has less than the minimum funds required to keep it running efficiently. Its vehicles are kept running through jury-rigged repairs, its tracked vehicles are kept in storage (no spare tracks), and pilots clock almost no airtime. Any vehicle has only a 30% chance of being operational. Recruiting has stopped, and training is confined to infantry tactical exercises that will not expend ammunition or wear down vehicles.

## TORVA POLICE

The police are in an even worse state than the Homeguard. Ohpi Choa is supposed to draw the equipment for her police from excess Homeguard stock!

The total police force for the city of Torva is down to a mere 120 men and women. Most patrol and law and order duties have been usurped by the CMF. The police keep a central office in the city, in which Ohpi Choa and her officers try to keep their presence felt. All regional offices have been abandoned. Police never walk the streets in small groups, since CMF thugs have been known to attack isolated officers.

Police wear full body armor, and carry heavy caliber pistols and a nightstick. Heavier response would normally call for Homeguard troops, but all police are trained in Infantry Tactics, Longarms, and Streetfighting. The typical cop is skilled in Streetwise, and knows Melee (Unarmed). All police are highly trained in Coolness under Fire.

## THE UNIVERSITY

A visit to the university by uniformed or recognizable PC's will result in a confrontation with anti-ConFed agitators, leading to every form of insult and provocation possible. However, visits can also be useful. The CMF unit is well disciplined, and are apparently ConFed supporters. Members will come to the rescue of beleaguered PC's if students should assault them.

## THE MEDIA

The mainline media is privately run, and largely supports the ZPP. Their presentations are biased.

Net access is expensive, and free time is minimal (mainline media access is free). Most people would probably avoid accessing debate nets and alternative press.

## MEDIA SNIPPETS

Facts may be uncovered when researching the current events displayed on the media cards. Each set of clues is on the reverse side of its particular media card.

Each piece of information is gained through making some sort of skill roll. The listed skill rolls are only suggestions. Umpires should feel free to make other skills apply to the clues if so desired. Only roll to see if a clue is uncovered if the character details a plan of investigation that seems logical – do not roll for clue discovery unless PC's look in the right places!

Try to make skill rolls fit into context. For example, an Admin skill roll might require the character to talk to bureaucrats and clerks. A Research skill roll might require the character to check old net files, etc.

## UNDERGROUND PRESS

There is a substantial active underground press active within the computer net. Essays, political commentary, news articles, and literature abound, but the writers of this material usually stay hidden behind pen names. The articles are largely produced by persons with a dislike for the greedy ZPP policy lines.

This alternative literature field can be a good place to track down dissatisfied, active, intelligent citizens. This can also gain the characters contacts within the reactionary political scene. Ohpi Choa is a regular contributor of poetry.

## INCIDENTS

The following events can be added to play at the umpire's discretion.

### A PARTY

Should the player characters desire to meet with the ZPP, they might well be invited to a reception at the civic center in Torva. Here they will encounter the upper crust of Torvan society. A number of company executives, media personalities and trade magnates will be present, along with many ZPP ministers and officials. It will make for an interesting gathering.

At some point during the party, the player characters will meet Counsellor Tenemah Zachí. Zachí is ignoring the other people at the party, but will spark up with interest when he catches sight of ConFed officials.

### DEMONSTRATION AT THE MISSION

The ZPP radical left wishes to stir up public dislike for ConFed. They therefore decide to stage a protest demonstration against ConFed at the ConFed mission outside of Torva. A large crowd gathers outside the fence line at midday, and slowly grows angrier and angrier.

The leadership of the radical left wants an "incident", something that will shock and outrage the public. In other words, they want the Homeguard to open fire on the crowd! Radical speakers will address the crowd and spur them on before quietly retiring from the scene.

Eventually the crowd will work itself up enough to rush the fence. They must be stopped, but if violence is used, then the Homeguard has played itself into the hands of its enemies.

To defuse the situation, PC's have several options. For instance, having aerodynes dump ordure on the crowd would break up the riot fairly quickly. Making an impassioned speech before the crowd would only invite abuse and possible sniping. Any violent solution (opening fire, smashing a truck through, etc.) will trigger two things: The crowd will attempt to assault and overrun the ConFed mission and kill everyone within; the PC's will later be blamed for the incident, and will suffer assassination attempts, demands for their arrest and trial, etc.

## THE MARKET

A quick and simple scenario designed to show the player characters street violence at first hand . . .

### The Scene

Every Saturday morning a market is held in the civic center in Torva's suburb of Menshir. It is renowned as the spot to find unusual items, strange artwork and second hand goods. One or more characters will be shopping at the market on one fatal Saturday . . .

### Shopping

The Saturday market offers a variety of goods of all qualities for sale. In addition to the stalls found in modern markets, there are also software stalls, electronic repair and computer hardware booths and the like. Street musicians swarm through the market, as do the usual set of pamphleteers and speakers.

Today, however, there is a difference. Militiamen can be seen at the periphery of the market, trying to appear unobtrusive. Political pamphleteers are more numerous than they have been on other days.

Should the characters wish to buy, do try to have some fun running them around the market trying to find the items that they require. Make liberal use of the Dispositions Chart (*Albedo* rulebook, page xx) to create personalities for shopkeepers and hawkers. While running around the market, PC's will run into one or two encounters rolled on the following chart.

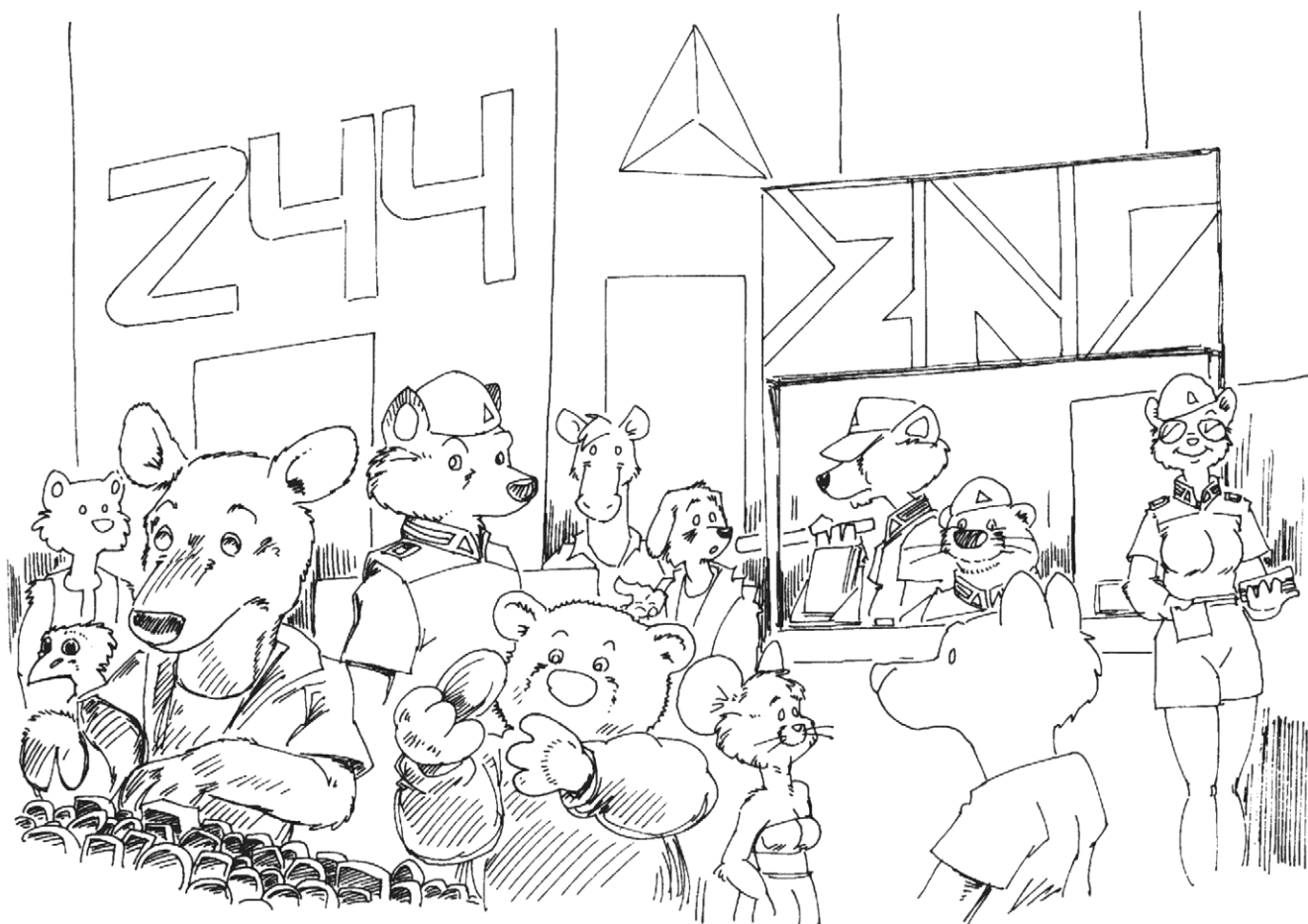
1d6 Roll	Encounter
1	Pick pocket/thief
2	Political agitator/pamphleteer
3	Beggar or prostitute (a shocking sight!)
4	Hawker (with a pushy sales pitch)
5	Illegal goods for sale
6	Friend or acquaintance

Use these encounters to set a busy, interesting tone for the market, making it more than just a shopping expedition.

### Trouble

Two truckloads of armed CMF will suddenly roll up outside the city square and disembark. The CMF sergeant and his men move into the crowd and cause some sort of disturbance (they are searching booths and checking ID's). An officer remains by the trucks.





The PC's will see two CMF soldiers check the papers of a man who suddenly breaks away and tries to run. He is tripped before he can escape. The two militiamen proceed to brutally kick him where he lies. A woman suddenly lunges out of the crowd and flings herself at one of the militia, and is thrown aside. Both militiamen take their attention off their previous victim.

Before the characters' horrified eyes, the injured man on the ground produces a pistol and shoots one of the soldiers in the face. The second soldier retaliates with a wild burst of fire which catches several of the crowd before he too is killed by the gunman. The woman who had previously attacked the two militiamen snatches up the dead soldier's weapon and snaps off shots at other soldiers racing to the trouble area. The market breaks up into chaos. The militia officer panics, and starts to fire over the heads of the crowd.

#### Escape

PC's who stay put are likely to be shot. Characters who hide may well be trampled. Characters who flee

might lose random items of equipment in the rush (all heavy items are dropped).

Fleeing characters will find a street to the rear of the market. After running for a while, they will be forced to stop because of an obstacle in the road. All running characters lose 4 Fatigue points. They may take a moment to take stock of the situation, but they will not have much time, because . . .

Behind the characters now comes a shout of "HALT!", followed by a shot cracking overhead. Looking back, the characters see a pair of soldiers some 100 meters down the road. There is no one else in sight (yes, the militia *do* mean the characters!). At this point, set up a map of the street and let the characters attempt to make good their escape. The militia are convinced that they are on the trail of two looters or terrorists, and do not particularly mind the idea of killing the characters. The best option should be for the characters to dodge into a building and bug out, or to cower behind cover and try to convince the militia not to shoot!

# Section 2

## The Coup

The situation on Zho-Chaka will suddenly erupt into violence as the reactionary conspirators stage their coup. The player characters will be caught up in these events, unable to prevent them, but perhaps being the only people on the spot able to bring the violence to a halt.

The coup is a planet-wide activity, but the main action is in Torva (the capital city). The result of the events in Torva will determine the fate of the entire system.

Ohpi Choa does not wish the player characters harmed, since she wishes to deal directly with them as representatives of ConFed Central once the coup is successful (remember that the rebels want ConFed recognition and support). Major Ekku has no such qualms. He will gladly kill the player characters if they threaten his control of the Homeguard, but would initially prefer to keep them alive to avoid conflict with his fellow conspirators.

### PHASE ONE

On the evening prior to the coup, Colonel Tampra will be assassinated by Major Ekku's men. His death will



be made to appear as if it was at the hands of CMF thugs. Major Ekku will then take over command of the Torva Homeguard.

PC's devotedly on guard might witness the assassination, recognize the assassins, or even prevent the attack (at considerable danger to themselves). If Tampra survives the assassination attempt, Ekku will attempt an overt takeover of the Homeguard unit.

### PHASE TWO

The next morning during early business hours, Ohpi Choa will strike. Her police units will storm government offices, communications centers and media stations. University and rural district CMF units (now wearing new uniforms) will be air lifted into action by the new heavy aeros recently delivered to System Tech, and will aid the police in storming and holding power stations and strategic city areas. Reactionary assassins (many of whom are plants within the ZPP and CMF) will simultaneously start to kill off the ZPP and CMF leadership. Bombs will go off in CMF barracks and supply depots.

Player characters will clearly hear the crackle of small arms and the sound of explosive blasts somewhere in the center of town. Media news will launch into a hysterical account of fighting in the city, but will suddenly be cut off. Police spokesmen will then appear on the media networks to calmly report that fighting has broken out within the city, but that the police have the situation well under control. They will say that all citizens should remain indoors, and that CMF members should not report in for duty.

### PHASE THREE

The net result will be a complete massacre of the ZPP armed forces. Scattered CMF units will form up, and begin trying to recapture the territories held by the rebels. The rebels have managed to destroy the CMF's leadership and many of their military weapons, making the CMF counterattacks little threat to their position.

## AT THE HOMEGUARD BASE

With chaos obviously breaking out in the city, the ConFed mission bustles with activity. On their own initiative, a number of squads stand to, and junior officers start trying to gather orders. The armored vehicle and air vehicle crews arm and fuel their vehicles without waiting for instructions.

Then suddenly everything stops. Orders filter down from Major Ekku that the fighting within the city will not require military intervention from the Homeguard. Vehicles are to remain ready, but all troops (except the doubled perimeter guards) are to stand down.

All three phases of the coup will go by without the Homeguard lifting a finger to intervene. In fact, the player characters and the bulk of the Homeguard troops will have no idea of what is actually going on!

## GATHERING INFORMATION

This forces action onto the players. Despite Major Ekku's assurances that the Homeguard is not needed, the sounds of fighting within the city intensify. The Homeguard troops tend to remain in battle armor even though ordered to stand down. Older NCO's keep their squads armed. Major Ekku and his inner group of six men are armed and armored.

If the PC's wish, they may try to contact Ohpi. They will be able to contact her by her field terminal, which will show her in full battle armor armed with a bullpup assault rifle. The sounds of combat will make communications difficult, as she is right in the thick of the fighting. Ohpi will seem strangely detached, but will ask whether the PC's are safe. She will insist that they keep away from the fighting, and tells them that the police have the situation under control. They are not to worry.

If the PC's finally manage to find out that the police are fighting with the CMF (easily done by listening in to communications nets or interviewing refugees), they should finally figure out that the police and their allies have organized the coup d'etat. This will probably make them *extremely* miffed.

## TAKING ACTION

If the PC's confront Ekku with the information of who is behind the coup, and insist that he takes action, Ekku will try to eliminate them. Ekku will have to be killed, restrained or exposed as a member of the coup conspiracy in front of loyal troops if the player characters plan on taking the Homeguard into action.

Confronting and removing Ekku should be a tense moment. This is where the player's allies amongst the Homeguard will become vitally important. Remember that most of the Homeguard would react strongly against Ekku if he is shown to be a member of the coup conspiracy.

A number of options now lie before the player characters:

### Armed intervention

They can order the Homeguard into action – but against whom? They would have to cut their way through the ZPP sympathizers before they could reach the police. Or should they help the coup to take control? After all, they are ConFed loyalists . . .

This is a poor decision. It will involve players in a long running civil war, since the populace will take up the fight and local factions will arm themselves. It also implies that ConFed actively condones the actions of one or the other party.

### Inaction

They can do nothing. The fighting will then stretch on for days, and civilian casualties will mount alarmingly. Civil war will grip Zho-Chaka.

### Imposed cease fire

They can try to arrange a cease fire with Ohpi and the CMF leaders. Homeguard armor and air vehicles can police the streets, keeping the armed parties apart while negotiations begin.

This is the only really sensible choice for the player characters. Ohpi is more than glad to agree to a cease fire (all her goals have been achieved). She is confident, and feels that she has handed the PC's a *fait accompli*. In her eyes, Zho-Chaka now has a new government.

## EDF INTERVENTION POLICY

The EDF would not normally intervene in a planetary scale civil war unless it threatened to spread outside of its original system. Armed intervention would normally only occur if it was requested by a sizeable neutral element of the populace.

## FREEZING THE NET

ConFed diplomatic staff and EDF officers of rank grade 2 or higher have the authority to freeze a planetary computer net, shutting down all communications and information access either totally or selectively.

This ability is only to be used in cases of the direst emergency. The officer ordering the net closure does so on the understanding that his career is placed at risk. If it can be proven that the net embargo was ordered for insufficient reason, then the officer who ordered the closure will face prosecution for breaches of both civil and military codes.

Player characters might wish to cause a shutdown of Zho-Chaka's computer nets as a means of forcing a cease fire onto the combatants. Both the police and CMF communications could be shut down by closing their net access.

## NEW EQUIPMENT

If civil war breaks out in earnest, then citizens will begin to arm themselves with locally made weapons and equipment. Unless the civil war is nipped in the bud, more and more citizens will join in the fighting. With all stocks of military equipment already in use by the police, Homeguard or militia, citizen recruits will have to make do with improvised weaponry.

Often home made or jury-rigged, the reliability of any of the equipment listed below is dubious at best.



## LOCALLY MADE SMALL ARMS

Any number of small workshops are capable of turning out very simple rifles and carbines. Most of these weapons would fire 8mm civil (non-dart) ammunition. Of the simplest, most elemental construction possible, these weapons would normally lack adequate sights. Add +1 to all range difficulty numbers at all ranges. Due to the lack of sights, careful aim gives only a +2 DRM, not +5. Most would be single shot weapons with the same range as an assault rifle, though some could fire automatic bursts (these would be uncommon). The automatic versions of these weapons should have a ferocious jamming rate, with a +3 being added to their rolls on the Weapon Breakdowns table (see page 44 of the *Albedo* rulebook).

Pistols are extremely rare and much sought after. A few workshops might produce copies of the Homeguard pattern 8mm pistol. Once again, these would fire normal ammunition, rather than dart, since dart munitions are too time consuming to produce in small workshops. They also add +1 to all their range difficulty numbers; they add +2 to rolls on the Weapon Breakdowns table, and jam on a 10, 11 or 12. Zip guns are single shot pistols; any roll indicating "Jam" with a zip gun means the weapon has exploded upon firing, causing a light wound to the shooter's weapon arm. Zip guns are common weapons among teenage gangs.



Improvised bombs and grenades will be popular weapons amongst the armed populace. A number of styles of home made grenade are available, most of which should be treated as 32mm fragmentation grenades. These grenades are not very reliable, and will

misfire one time out of 6 (6 on 1d6). If the weapon misfires, then roll 2d6. On a 2 or 3, the weapon explodes in the thrower's hand. On a 10, 11 or 12, the weapon will explode 3d6 phases after being thrown. On any other dice score the weapon is simply a dud.

Pipe bombs are home-made grenades. They lack the shrapnel fragments that make for much of the deadliness of a true grenade, and so deal only blast damage. Indifferent fusing means that 50% of pipe bombs will fail to detonate normally. Roll 1d6 if a bomb fails to detonate: On 1-3, the bomb is a dud; 4-5, it will explode in one turn; 6, it will explode in 1d6 turns.

### LOCALLY MADE ARMOR

A densely woven cloth used for the sails of small boats and seatbelts would prove to be an effective ballistic defense when turned into thick vests. Limited stocks of this material are readily on hand. A normal suit of "home made" armor would cover the chest and abdomen only, have a Penetration Resistance of 1, and an Impact Distribution of 2. Motorcycle jackets could be used in an emergency, with Penetration Resistance and Impact Distribution of 1.

Helmets would be available in a wide variety of shapes and strengths. A number of light engineering firms would have the capability to produce simple

helmets from on-hand materials. These helmets would normally have an Impact Distribution of 3, but Penetration Resistance might vary from 5 to 7. They would normally cover the wearer's skull only. Construction hard hats and motorcycle helmets could probably be pressed into use. Penetration Resistance for both would be 1; Impact Distribution would be 2 for hard hats and 3 for motorcycle helmets.

### VEHICLES

There are several vehicles available which could be used for fighting purposes. Some will require minor modifications.

A standard truck can be converted into a miniature APC by the addition of ceramic and metal plates. Use the same Sturdiness ratings as for the basic vehicle, but add an armor value of 1d6 to the vehicle's side, front, and rear faces. Speed will typically be some 10-20 KPH slower than an unmodified vehicle.

Bulldozers are useful for clearing roadblocks. Treat them as tracked vehicles; the scoop should count as some 6 points of front armor protection.

Blimps are used as heavy cargo lifters at the docks, and could be used as bombing platforms or troop transport by any of the warring factions. They are filled with non-flammable helium, and are powered by small turbines. They have a Structure of 12, and a top speed of 40 KPH.

Marine excavation suits are heavy armored suits used for underwater construction at the harbor. They are ponderous on land, capable of only about 2 KPH, and turn extremely slowly. Units battling around the harbor complexes might get the idea to use these as "giant walker suits" (kind of a primitive mecha). As such, they will fit a single operator, and can be outfitted with firearms fixed to their tool-using arms. These weapons can never be aimed, due to the lack of any sighting arrangement. They have an armor value of 5, except for the vision ports, which have an armor value of 2.

Robots can be armed for battle, or even used as roving missiles to crash barriers and opponents. Modifying a robot for these duties requires considerable programming skill, since protective programs usually prevent the equipment from being misused in this way (Computer Ops vs 20). Treat robots as small vehicles with a Structure of 0 and an armor value of 1.





# Section 3

## Negotiation

If a cease fire can be implemented, then the player characters will be able to commence negotiations with the rebel leadership. The rebels will try to press forward the notion that they are in control, and ConFed simply has to accept it and recognize their government.

The player characters can force the rebels to negotiate by refusing them the one thing that they value – recognition from ConFed. The rebels need their legitimacy, otherwise the populace will refuse to deal with them.

Player character diplomats (or EDF officers if there are no diplomatic corps personnel) should meet with negotiators from the coup leaders. These negotiators will be in a group of three, and do not include Ohpi Choa (who was simply in charge of military operations). The negotiators will initially refuse to meet with ConFed authorities if ZPP representatives are present.

Players must somehow trick both parties into meeting with one another. The players will then have to control the situation (e.g., can they prevent both sets of delegates from shooting each other or from storming out of the room?). Bribes, preparatory deals, etc. might all be used to prepare for the meeting and avoid a conflict.

### CONFRONTATION WITH OHPI

At this stage of affairs, one PC will receive an unexpected private visit from Ohpi Choa. Ohpi will try to justify her actions, arguing sensibly, but sounding less and less convinced. Finally, she will break down helplessly into tears.

This could lead just about anywhere. If the player character ignores her or spurns her efforts to communicate her guilt, Ohpi will flee the encounter. The next stage will depend on what the umpire thinks would disturb the player the most – Ohpi might even commit suicide!

On the other hand, the player could be sympathetic and understanding. This will lead to a long heart-to-heart session with Ohpi, who is deeply disturbed by the terrible things she has had to do. Although she once

felt that she was right, she is now not so sure. Ohpi's need for reassurance could even lead her into the PC's bed, if it seems appropriate to the scenario . . .

### DEEPER INVOLVEMENT

Becoming involved with Ohpi might have two effects. Firstly, it will make the PC aware that Ohpi had nothing to do with the darker aspects of the coup (the bombings, assassinations, etc). She was simply given a set of military tasks, and asked to prepare plans for the installation of new government systems. Ohpi's plans were very good (she sincerely wanted to build a new nation, founded on very just principles), but they have now been rejected by the coup leadership. Ohpi feels betrayed.

Ohpi would actually make a superb choice for a member (or even leader) of an interim government. She is sincere, talented, and acceptable to the rebels if they can be coaxed to drop their current leadership.

A second effect of involvement with Ohpi would be to cast doubts about the player character's objectivity. Unless they are extremely discreet, a sexual liaison could cause trouble for the character later on.



## NEGOTIATING A SETTLEMENT

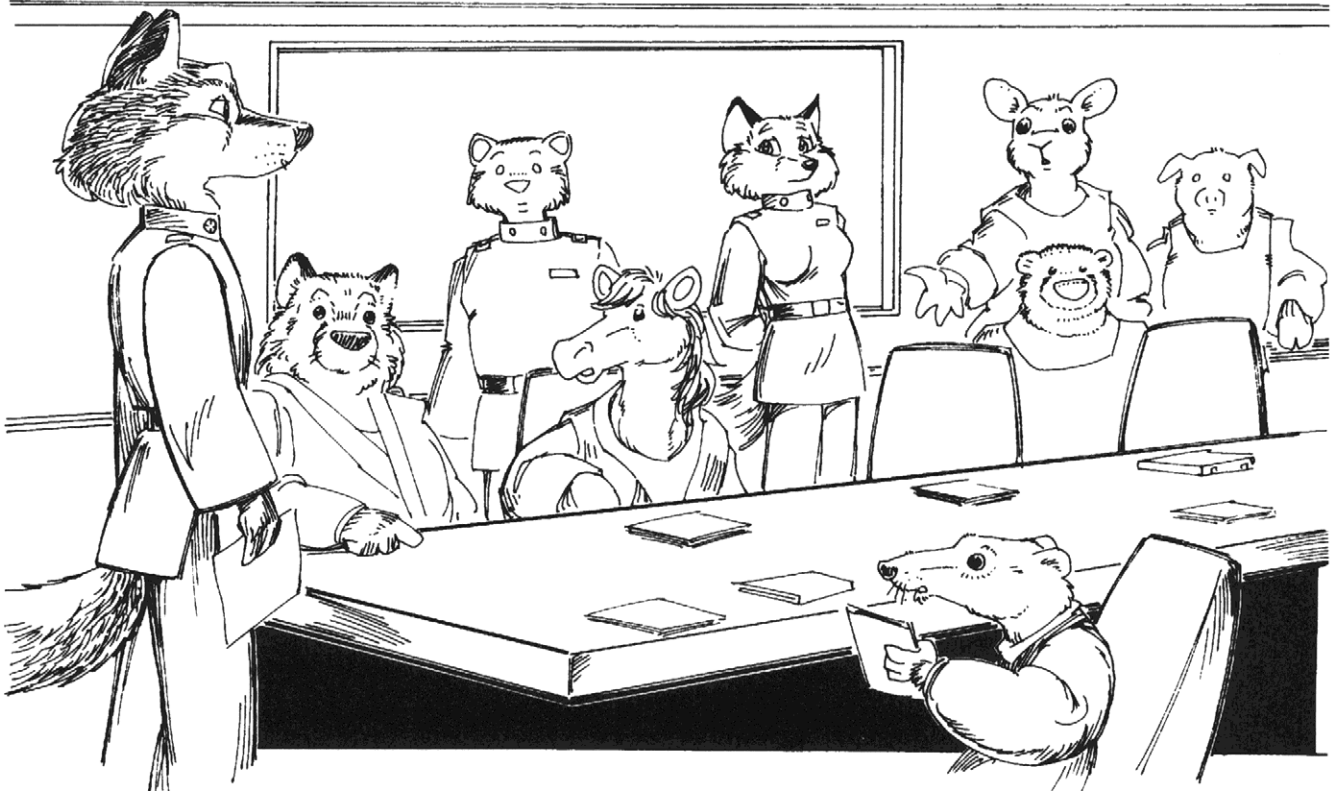
If the coup leaders have quickly convinced the player characters that there is no choice for ConFed but to recognize the coup's government, then ignore this section. If not, then read on!

Although the coup has been triggered by just cause, *they cannot be allowed to get away with it!* ConFed cannot simply recognize governments which have been imposed upon a population by force. For a start, the rebel government will be hated by a large percentage of the population, which will lead to ongoing civil disturbance, if not civil war. Some sort of settlement has to be reached which will be satisfactory both to ConFed Central and to the local populace.

Orian will serve as one of the main ZPP negotiators. He will bribe, debate, delay, attempt assassinations against "difficult" PC's – anything he can do to make the process as difficult as possible. In the end, he will reveal his price for removing all obstacles: He wishes to be a major power in the new interim government. Players who make this "devil's deal" with Orian will be laying the groundwork for more trouble in the future.

The ideal solution would be to demand that the original coup leaders step down in favor of an interim government formed from the "cleaner" members of the reactionary movement and the ZPP. Ohpi Choa and Tenemah Zachí would be ideal choices as central members of this new government. This government will operate off a new constitution which will have to be established over the meeting tables. The PC's will have to guide the creation of this temporary constitution. The interim government and constitution will remain in force until ConFed supervised elections can be organized.

**Note:** The negotiation of a proper settlement is an opportunity for characters serving with the ConFed diplomatic corps to come into their own. Rather than simply taking this section of the adventure as a tedious set of dice rolls, try role-playing the situation to its fullest. Wheeling and dealing with local characters can stretch this final stage of the scenario into an interesting evening's play. This would be a hectic but challenging task for a ConFed negotiator, and should be role-played as such.



## STEP ONE: DEALING WITH THE COUP

### LEADERSHIP

The coup leaders must be convinced that they are not an acceptable governing body in the eyes of ConFed. Although they will insist that they are in control and shall remain so, they *need* recognition from ConFed to ensure their legitimacy, otherwise they will be unable to govern without constant use of force and threats.

The rebels will make a final attempt to convince the player characters that the coup is a *fait accompli*, and that all ConFed can do is accept the situation. They will be smug and logical, making it seem as if there is no other choice. Weak or indecisive players might well buckle under without a struggle, playing right into the rebel's hands. This will effectively end the scenario.

A roll against Political Science, Assess Personality, or some other useful skill might give the players the hint that the rebels cannot govern without ConFed recognition, and that they should bargain with the rebels. The Net could also be asked for advice on this point.

If the ConFed negotiators can convince the rebels that they will need to back down on the issue of leadership, then Zho-Chaka will have some hope for political stability. Otherwise it will only be a matter of time before civil unrest erupts into violence once more. Convincing the rebels to accept that the new government must have new leadership is a delicate task. It will probably require a skill roll of Bargain skill vs difficulty 15 (reduced to difficulty 10 if the Net's advice is sought).

## STEP TWO: CREATING THE NEW GOVERNMENT

The ConFed negotiator will next have to organize an interim government capable of ruling Zho-Chaka until proper elections can be held. The influence of the wealthy corporations as well as that of the minority fringe political parties will have to be completely eradicated from this new government if it is to have a hope of keeping Zho-Chaka stable. The chief ConFed negotiator will be the single most powerful influence on the structure of this new government, proposing the basic systems and mediating between the various political groups.

### Structure

An Admin skill roll vs 10 is required to create a smooth running set of governmental procedures. (If Ohpi's plans are used as the basis for the constitution, the Admin roll is vs 5.) If the roll is failed, the new government will be hampered by poor internal structure. This will drastically affect the durability of the new government.

### Personnel

The structure must then be filled with talented individuals whose politics and motivations are acceptable to ConFed, the main political groups, and the population. Ohpi Choa and Tenemah Zachi are obvious choices for governmental positions, as both have shown sincerity, determination and an aversion for the dubious sides of their respective parties. With the aid of these two individuals, a number of good people can be found to fill government positions. Each political group will also come rushing up with its own set of suggested members of government. Few of the people suggested in this way would really be suitable.

Try randomly generating a number of applicants (perhaps five reactionary rebels, three ZPP mainstream, two ZPP radical left, and two independents), and have the ConFed negotiator decide which of them will be included in the government. Each randomly generated character would have a secret Disposition rolled for it, and a skill rating of 10 to 16 in appropriate skill areas. They will also each have a 50% chance of having a defect which would rule them out if it is discovered by the PC's (e.g., ties to a corporation, radical political beliefs, insufficient skills, etc). The ConFed negotiator will have to work closely with the Net to vet the various applicants. Research and Assess Personality skills will be the only surefire ways of gauging the worth of any of the applicants. Eventually, the government should end up with about eight members.

## STEP THREE: THE INTERIM CONSTITUTION

The ConFed's chief negotiator must now draft a new constitution which will serve Zho-Chaka as its basic document of rights and political constraints until modified by popular referendum. It is best that this document enshrine safeguards which will prevent the unhappy events which led to the coup from ever happening again.

To create a draft constitution, the chief ConFed negotiator must make a roll of his Political Science skill vs 15. If the Net is being asked for guidance and advice, then the difficulty is brought down to level 10. Success-

ful rolls against Law and Socio-history skills will each grant -1 DRM's to the Political Science skill roll.

A successful roll indicates the creation of a satisfactory document which will serve the new government well. It will meet with little argument from the local population, and will probably serve the Zho-Chakans well as the basis for their political future.

A failed roll indicates that the document fails to properly take into account local conditions. This provocative flaw will cause trouble in the short term future, and bodes ill for Zho-Chaka's fledgling government. Civil unrest, coups or civil war will soon break out once again, hurling Zho-Chaka into chaos.

For a bit of extra fun, an umpire might want to make the ConFed negotiator appear on the public nets to present the new constitution to the populace. If the ConFed negotiator is involved in a sexual liaison with Ohpi, the umpire should apply a negative DRM to the Public Speaking roll. How large the modifier is would depend on how discretely the affair has been conducted.

A successful Public Speaking roll should aid popular acceptance of the new government and increase the PC's popularity and his Self Image. If he is unprincipled

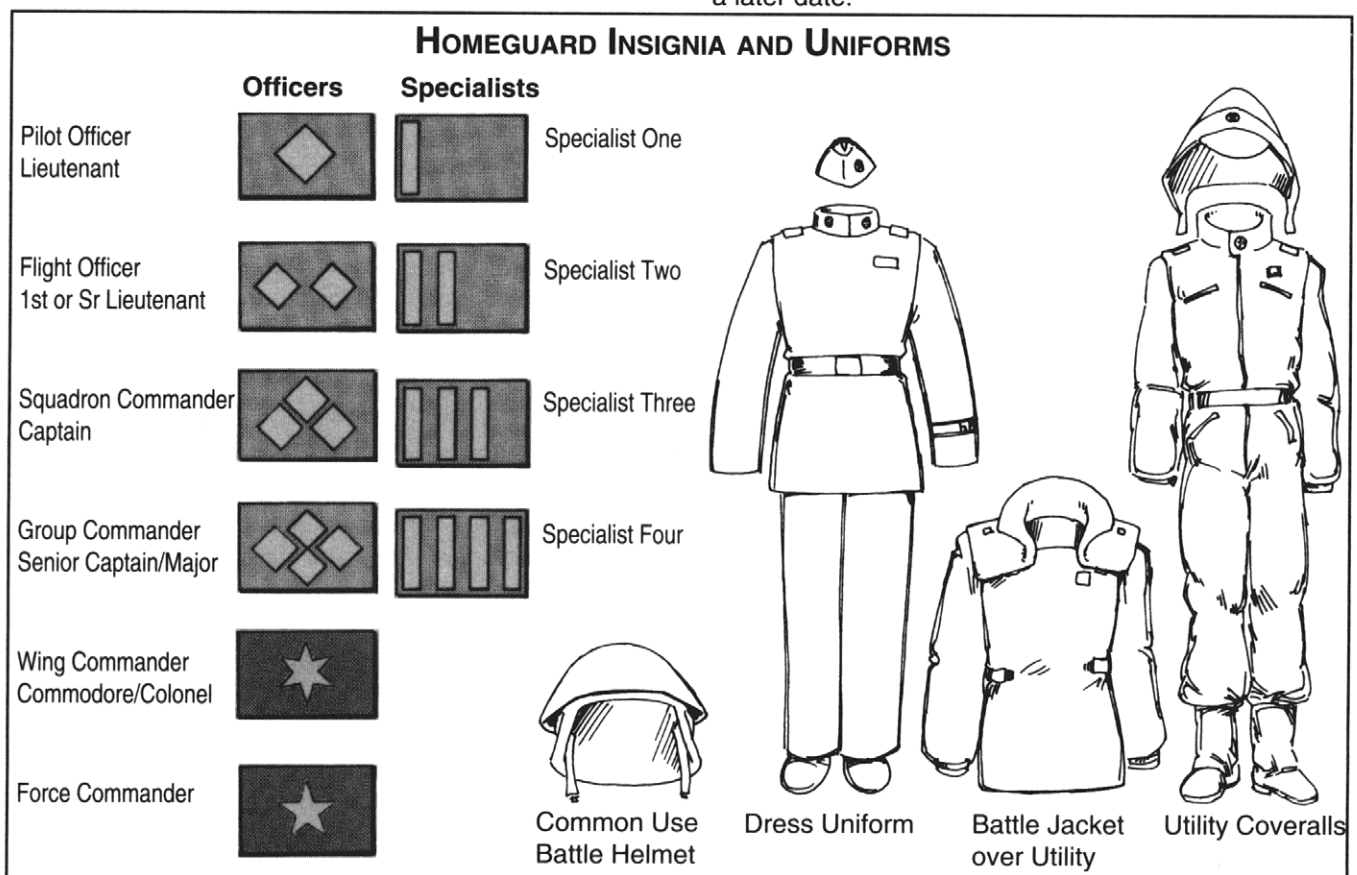
enough, he could possibly also milk the opportunity to garner an increase in rank.

A failed Public Speaking roll will cause a loss in Self Image, and the PC will have difficulties dealing with the public ridicule the TV address has caused. It will also encourage dislike of the new constitution. If the constitution created was not satisfactory to begin with, a failed roll will cause any civil disturbances to come to a head that much more quickly.

## AFTERMATH

With the negotiations over, the scenario draws to a close. Player character diplomats might want to remain on Zho-Chaka to guide and assist the new government, and many troubles and challenges could doubtless be engineered to confront them. Life on Zho-Chaka will remain interesting for some time to come. The Homeguard will have to be rebuilt, social services reestablished, and devious corporations will have to be thwarted, all of which could happily keep a player character quite busy.

Unfortunately, it is likely that the unseen powers in ConFed Central who sent the PC's here to fail will be angered. This might cause trouble for the characters at a later date.



# ALBEDO

## Non-Player Character Sheet

Name	<u>Ohpi Choa</u>
Sex	<u>Female</u>
Critter Type	<u>Canine (Fox)</u>
Frame Size	<u>Light</u>
Disposition	
Core, Inclination	<u>Responsible, Friendly</u>
Position	<u>Police Commissioner</u>
	<u>Torva Administrative District</u>



<b>STRENGTH</b>	<input type="text" value="7"/>	$\times 1/3 =$ Recoil Number	<input type="text" value="2"/>	<input type="text"/>	modified
<b>STAMINA</b>	<input type="text" value="9"/>	$\times 3 =$ Maximum Fatigue Points	<input type="text" value="27"/>		
<b>MANUAL DEXTERITY</b>	<input type="text" value="10"/>	Current Fatigue Points	<input type="text"/>		
<b>COORDINATION</b>	<input type="text" value="12"/>	$\times 1/3 =$ Actions per Turn	<input type="text" value="4"/>	<input type="text"/>	modified
<b>REASON</b>	<input type="text" value="10"/>	$(\text{REAS} + \text{INTU} + \text{DRV}) / 10 = \text{SPI}$	<input type="text" value="3.7"/>		
<b>INTUITION</b>	<input type="text" value="12"/>	Initiative Dice	<input type="text" value="1d6+1"/>		
<b>DRIVE</b>	<input type="text" value="15"/>	$\times 1/2, \times 1-1/2 =$ range of Self Image	<input type="text" value="7"/>	<input type="text" value="22"/>	low high
<b>STABILITY</b>	<input type="text" value="8"/>	Current Self Image	<input type="text"/>		

### FATIGUE TRACK

Keep position with a paper clip. Block out all boxes higher than Maximum Fatigue Value.

Divide Fatigue into six equal portions for Fatigue Levels 0 to 5.

Cross off boxes for non-recoverable Fatigue.

50
49
48
47
46
45
44
43
42
41
40
39
38
37
36
35
34
33
32
31
30
29
28
27
26
25
24
23
22
21
20
19
18
17
16
15
14
13
12
11
10
9
8
7
6
5
4
3
2
1
DEAD

### WOUNDS\*

\*All modifiers are cumulative.

Encumbrance level\*  
Burden level\*  
Fatigue level\*

<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>

on

on Coordination

on Coordination and MDex

on all characteristics



## CHARACTER BACKGROUND

Young, attractive and overworked, Ohpi has a melancholy, haunted air which might well inspire player characters to feelings of sympathy and friendship. She was originally a resident of South Island, and still speaks with a gentle lilting accent.

Ohpi is sensitive, friendly, and seems completely unsuited to the position of Police Commissioner. Despite this, her energy and commitment have somehow carried her through. Her subordinates adore her.

Ohpi has a real talent for leadership, but has little administrative or legal experience. She is successful in her position because she is somehow able to inspire others to do their best. She was placed in her current position (promoted from a counselling post on South Island) by the ZPP, who hoped to reduce the effectiveness of the Torva police by installing an unqualified commissioner.

## TIES

### Strength of Tie

Justice 8

ConFed \_\_\_\_\_ 4

Torva Police Force \_\_\_\_\_ 8

## POSSESSIONS

### SKILLS AND AREAS OF EXPERTISE

## Assess Personality

Handguns

Leadership (Adept)

Literature

Mingle

Poetry

Psychology

## Small Ground Unit Tactics

Sneak

## ANTIPATHIES

### Strength of Antipathy

ZPP 12

## NOTES

Ohpi is one of the major conspirators in the coming reactionary coup. She will lead her police force on the military operations to assassinate the ZPP leadership and gain control of the cities. Although she abhors violence, she has spent much soul searching to come to the difficult decision that violence is the only way of saving her world, and that *she* is the only person who can do the job. She is walling up her personal feelings behind a barrier of loyalty and devotion to her cause.

The net effect is that Ohpi is carrying a huge burden of guilt and self loathing. Friendship and sympathy from the player characters will threaten to erode her last reserves of control. She will quickly gain Ties with player characters who are friendly to her.

# ALBEDO

## Non-Player Character Sheet

Name Colonel Tampra  
 Sex Male  
 Critter Type Ursine (Bear)  
 Frame Size Huge  
 Disposition  
 Core, Inclination Exacting, Straightforward  
 Position Commanding Officer  
Torva Homeguard



<b>STRENGTH</b>	<input type="text" value="13"/>	x 1/3 = Recoil Number	<input type="text" value="4"/>	<input type="text"/>	modified
<b>STAMINA</b>	<input type="text" value="9"/>	x 3 = Maximum Fatigue Points	<input type="text" value="27"/>		
<b>MANUAL DEXTERITY</b>	<input type="text" value="9"/>	Current Fatigue Points	<input type="text"/>		
<b>COORDINATION</b>	<input type="text" value="9"/>	x 1/3 = Actions per Turn	<input type="text" value="3"/>	<input type="text"/>	modified
<b>REASON</b>	<input type="text" value="12"/>	(REAS+INTU+DRV)/10 = SPI	<input type="text" value="3.2"/>		
<b>INTUITION</b>	<input type="text" value="10"/>	Initiative Dice	<input type="text" value="1d6"/>		
<b>DRIVE</b>	<input type="text" value="10"/>	x 1/2, x 1-1/2 = range of Self Image	<input type="text" value="5"/>	<input type="text" value="15"/>	low high
<b>STABILITY</b>	<input type="text" value="14"/>	Current Self Image	<input type="text"/>		

### FATIGUE TRACK

Keep position with a paper clip. Block out all boxes higher than Maximum Fatigue Value.

Divide Fatigue into six equal portions for Fatigue Levels 0 to 5.

Cross off boxes for non-recoverable Fatigue.

### WOUNDS\*

Encumbrance level\*  
 Burden level\*  
 Fatigue level\*

<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>

on

on Coordination

on Coordination and MDex

on all characteristics

\*All modifiers are cumulative.

50  
49  
48  
47  
46  
45  
44  
43  
42  
41  
40  
39  
38  
37  
36  
35  
34  
33  
32  
31  
30  
29  
28  
27  
26  
25  
24  
23  
22  
21  
20  
19  
18  
17  
16  
15  
14  
13  
12  
11  
10  
9  
8  
7  
6  
5  
4  
3  
2  
1  
DEAD

## CHARACTER BACKGROUND

Although essentially a patient and talented commander, Tampra has a short temper when dealing with inefficient underlings. Even with this slight character fault, he is popular since he has absolute confidence in the abilities of his men once they have proven themselves to him.

Tampra is a staunch ConFed loyalist, and has several significant essays circulating the net. He treats his unit's budget troubles with a weary patience, seeing the CMF as a passing phase.

## TIES

Strength of Tie

ConFed

8

Torva Homeguard

6

## POSSESSIONS

## SKILLS AND AREAS OF EXPERTISE

Administration (Adept)

Coolness under Fire

Handguns

Leadership (Adept)

Logistics

Political Science

Research

Small Ground Unit Tactics

Tactical Deployment

## ANTIPATHIES

Strength of Antipathy

## NOTES

Player characters will have very little to do with the Colonel, since he is a very busy man. He will intervene if he feels that the player characters are making a nuisance of themselves (he has no desire to annoy the government or press at present).

# ALBEDO

## Non-Player Character Sheet

Name	<u>Major Ekku</u>
Sex	<u>Male</u>
Critter Type	<u>Feline (Tiger)</u>
Frame Size	<u>Solid</u>
Disposition	
Core, Inclination	<u>Treacherous</u>
Position	<u>Executive Officer</u>
	<u>Torva Homeguard</u>



<b>STRENGTH</b>	<input type="text" value="12"/>	x 1/3 = Recoil Number	<input type="text" value="4"/>	<input type="text"/>	modified
<b>STAMINA</b>	<input type="text" value="9"/>	x 3 = Maximum Fatigue Points	<input type="text" value="27"/>		
<b>MANUAL DEXTERITY</b>	<input type="text" value="10"/>	Current Fatigue Points	<input type="text"/>		
<b>COORDINATION</b>	<input type="text" value="9"/>	x 1/3 = Actions per Turn	<input type="text" value="3"/>	<input type="text"/>	modified
<b>REASON</b>	<input type="text" value="13"/>	(REAS+INTU+DRV)/10 = SPI	<input type="text" value="3.3"/>		
<b>INTUITION</b>	<input type="text" value="8"/>	Initiative Dice	<input type="text" value="1d6-1"/>		
<b>DRIVE</b>	<input type="text" value="12"/>	x 1/2, x 1-1/2 = range of Self Image	<input type="text" value="6"/>	<input type="text" value="18"/>	low high
<b>STABILITY</b>	<input type="text" value="10"/>	Current Self Image	<input type="text"/>		

### WOUNDS\*

	<input type="text"/>	<input type="text"/>	on
Encumbrance level*	<input type="text"/>	<input type="text"/>	on Coordination
Burden level*	<input type="text"/>	<input type="text"/>	on Coordination and MDex
Fatigue level*	<input type="text"/>	<input type="text"/>	on all characteristics

\*All modifiers are cumulative.

**FATIGUE TRACK**

Keep position with a paper clip. Block out all boxes higher than Maximum Fatigue Value.

Divide Fatigue into six equal portions for Fatigue Levels 0 to 5.

Cross off boxes for non-recoverable Fatigue.

50
49
48
47
46
45
44
43
42
41
40
39
38
37
36
35
34
33
32
31
30
29
28
27
26
25
24
23
22
21
20
19
18
17
16
15
14
13
12
11
10
9
8
7
6
5
4
3
2
1
DEAD

## CHARACTER BACKGROUND

One of the main conspirators in the coming coup, Ekku is an evil-minded opportunist who sees the coup as a means of personal advancement. He has arranged to have Colonel Tamprea assassinated on the night before the coup, whereupon he will take control of the Torva Homeguard. He will then ensure that the Homeguard stays out of the fighting in the city.

Ekku is handsome, well spoken and witty. There also seems to be something a little bit false about him. Ohpi clearly does not like him, but nevertheless has to deal with him from time to time.

## TIES

This image shows a single sheet of white paper with horizontal blue or grey ruling lines. The lines are evenly spaced and run across the width of the page. There are approximately 20 lines visible. The paper appears to be a standard notebook page.

1

## POSSESSIONS

## SKILLS AND AREAS OF EXPERTISE

Administration

Bargain \_\_\_\_\_

Disguise

Handgun

Political Science

Sneaking

Snitch	
--------	--

Strategic Deployment \_\_\_\_\_

## ANTIPATHIES

[illegible][illegible]

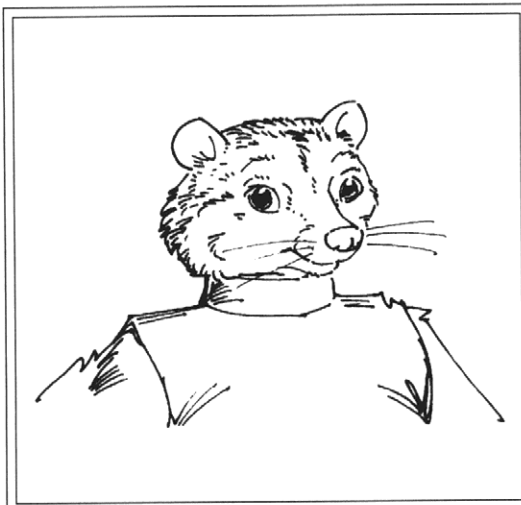
## NOTES

Ekku is clever. He will stay on friendly terms with the player characters, while trying to gather all the information he can about their doings and suspicions. Unlike Ohpi, Ekku is quite willing to kill the player characters once the coup begins if they should cause a problem. Unfortunately, he may underestimate his foes, since loyalty, devotion and self sacrifice are not concepts that he is familiar with.

# ALBEDO

## Non-Player Character Sheet

Name	<u>Lieutenant Harko</u>
Sex	<u>Male</u>
Critter Type	<u>Marsupial (Possum)</u>
Frame Size	<u>Light</u>
Disposition	
Core, Inclination	<u>Responsible, Friendly</u>
Position	<u>Junior officer</u>
	<u>Torva Homeguard</u>



<b>STRENGTH</b>	<input type="text" value="8"/>	x 1/3 = Recoil Number	<input type="text" value="2"/>	<input type="text"/>	modified
<b>STAMINA</b>	<input type="text" value="10"/>	x 3 = Maximum Fatigue Points	<input type="text" value="30"/>		
<b>MANUAL DEXTERITY</b>	<input type="text" value="11"/>	Current Fatigue Points	<input type="text"/>		
<b>COORDINATION</b>	<input type="text" value="13"/>	x 1/3 = Actions per Turn	<input type="text" value="4"/>	<input type="text"/>	modified
<b>REASON</b>	<input type="text" value="9"/>	(REAS+INTU+DRV)/10 = SPI	<input type="text" value="3.5"/>		
<b>INTUITION</b>	<input type="text" value="14"/>	Initiative Dice	<input type="text" value="3d3"/>		
<b>DRIVE</b>	<input type="text" value="12"/>	x 1/2, x 1-1/2 = range of Self Image	<input type="text" value="6"/>	<input type="text" value="18"/>	low high
<b>STABILITY</b>	<input type="text" value="7"/>	Current Self Image	<input type="text"/>		

**FATIGUE TRACK**

Keep position with a paper clip. Block out all boxes higher than Maximum Fatigue Value.

Divide Fatigue into six equal portions for Fatigue Levels 0 to 5.

Cross off boxes for non-recoverable Fatigue.

<b>WOUNDS*</b>			on	*All modifiers are cumulative.
Encumbrance level*	<input type="text"/>	<input type="text"/>	on Coordination	
Burden level*	<input type="text"/>	<input type="text"/>	on Coordination and MDex	
Fatigue level*	<input type="text"/>	<input type="text"/>	on all characteristics	

50
49
48
47
46
45
44
43
42
41
40
39
38
37
36
35
34
33
32
31
30
29
28
27
26
25
24
23
22
21
20
19
18
17
16
15
14
13
12
11
10
9
8
7
6
5
4
3
2
1
DEAD



## CHARACTER BACKGROUND

Young, *very* good looking, and open minded, Harko will quickly become friends with player characters if they decide to seek out his company. Harko is a local resident, and knows where most interesting people and places can be found. He is very fond of the Colonel, who taught him his most valuable lessons of loyalty and leadership.

Harko is a good leader, and is well liked by his troops. He hates the CMF, and sees them as a real threat to his beloved Homeguard. He is reaching the end of his tether, and might easily start a brawl with CMF or ZPP members if provoked.

## TIES

	Strength of Tie
Tara Yechopa (lover)	7
Colonel Tampra	3
Homeguard	7
Squad mates	7

## POSSESSIONS

## SKILLS AND AREAS OF EXPERTISE

Dance  
First Aid  
Leadership  
Longarms  
Melee (Unarmed)  
Mingle  
Small Ground Unit Tactics  
Spin Yarn  
Streetwise (Adept)

## ANTIPATHIES

	Strength of Antipathy
ZPP	7

## NOTES

Harko should be the officer in charge of whatever section of Homeguard combat troops the PC's encounter the most (e.g., if a PC is an infantry specialist, then Harko will run the infantry team that the PC trains with).

This character is designed to be an ally to the PC's. When the coup starts and Ekku takes over the unit, Harko should stand ready to help his offworld friends (particularly if he suspects that Ekku offed the Colonel!).

# ALBEDO

## Non-Player Character Sheet

Name	<b>Counsellor Tenemah Zachi</b>
Sex	Male
Critter Type	Rodent (Rabbit)
Frame Size	Light
Disposition	
Core, Inclination	Responsible, Cynical
Position	ZPP Minister



<b>STRENGTH</b>	8	$\times 1/3 =$ Recoil Number	2		modified
<b>STAMINA</b>	11	$\times 3 =$ Maximum Fatigue Points	33		
<b>MANUAL DEXTERITY</b>	10	Current Fatigue Points			
<b>COORDINATION</b>	12	$\times 1/3 =$ Actions per Turn	4		modified
<b>REASON</b>	14	$(\text{REAS} + \text{INTU} + \text{DRV}) / 10 = \text{SPI}$	3.6		
<b>INTUITION</b>	10	Initiative Dice	1d6		
<b>DRIVE</b>	12	$\times 1/2, \times 1-1/2 =$ range of Self Image	6	18	low high
<b>STABILITY</b>	10	Current Self Image			

<b>WOUNDS*</b>			on	*All modifiers are cumulative.
Encumbrance level*			on Coordination	
Burden level*			on Coordination and MDex	
Fatigue level*			on all characteristics	

**FATIGUE TRACK**

Keep position with a paper clip. Block out all boxes higher than Maximum Fatigue Value.

Divide Fatigue into six equal portions for Fatigue Levels 0 to 5.

Cross off boxes for non-recoverable Fatigue.

50
49
48
47
46
45
44
43
42
41
40
39
38
37
36
35
34
33
32
31
30
29
28
27
26
25
24
23
22
21
20
19
18
17
16
15
14
13
12
11
10
9
8
7
6
5
4
3
2
1
DEAD

## CHARACTER BACKGROUND

Tenemah was one of the original instigators of the ZPP revolution. Unhappy with the situation on Zho-Chaka, he had the wit and drive to actually do something about it, and was one of the formative members of the new political movement. He has no love for capitalism per se, but valued the concept as a means of rallying the populace into action against the old corrupt socialist system.

He has since realized that he made a mistake.

## TIES

Strength of Tie

ConFed

10

## ANTIPATHIES

Strength of Antipathy

ZPP inner leadership

2

Corporations

2

## POSSESSIONS

## NOTES

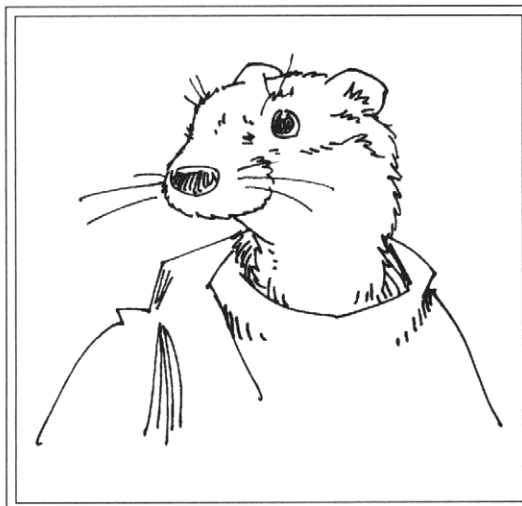
Tenemah has nothing but contempt for what his beloved political party has become. The bold ideals have collapsed before greed and power lust. The ZPP is now a vehicle for corporate greed, and it is the companies which benefit from ZPP policy, not the people. He has become bitter and disillusioned. Once, he fought every anti-welfare bill and every increase in corporate power tooth and nail, but was defeated at every turn. He now continues to go through these motions, but has lost hope of ever achieving anything. His position within the ZPP is still assured due to his immense personal popularity with the population.

Tenemah's Disposition was once Responsible and Straightforward. It could return to that if he were given just a little *hope*.

# ALBEDO

## Non-Player Character Sheet

Name	<u>Assistant Counsellor Orian</u>
Sex	<u>Male</u>
Critter Type	<u>Mustelid (Weasel)</u>
Frame Size	<u>Light</u>
Disposition	
Core, Inclination	<u>Devious, Cautious</u>
Position	<u>ZPP back bencher</u>



<b>STRENGTH</b>	<input type="text" value="7"/>	x 1/3 = Recoil Number	<input type="text" value="2"/>	<input type="text"/>	modified
<b>STAMINA</b>	<input type="text" value="8"/>	x 3 = Maximum Fatigue Points	<input type="text" value="24"/>		
<b>MANUAL DEXTERITY</b>	<input type="text" value="10"/>	Current Fatigue Points	<input type="text"/>		
<b>COORDINATION</b>	<input type="text" value="12"/>	x 1/3 = Actions per Turn	<input type="text" value="4"/>	<input type="text"/>	modified
<b>REASON</b>	<input type="text" value="12"/>	(REAS+INTU+DRV)/10 = SPI	<input type="text" value="3.0"/>		
<b>INTUITION</b>	<input type="text" value="10"/>	Initiative Dice	<input type="text" value="1d6"/>		
<b>DRIVE</b>	<input type="text" value="8"/>	x 1/2, x 1-1/2 = range of Self Image	<input type="text" value="4"/>	<input type="text" value="12"/>	low high
<b>STABILITY</b>	<input type="text" value="10"/>	Current Self Image	<input type="text"/>		

<b>WOUNDS*</b>			on	*All modifiers are cumulative.
Encumbrance level*	<input type="text"/>	<input type="text"/>	on Coordination	
Burden level*	<input type="text"/>	<input type="text"/>	on Coordination and MDex	
Fatigue level*	<input type="text"/>	<input type="text"/>	on all characteristics	

**FATIGUE TRACK**

Keep position with a paper clip. Block out all boxes higher than Maximum Fatigue Value.

Divide Fatigue into six equal portions for Fatigue Levels 0 to 5.

Cross off boxes for non-recoverable Fatigue.

50
49
48
47
46
45
44
43
42
41
40
39
38
37
36
35
34
33
32
31
30
29
28
27
26
25
24
23
22
21
20
19
18
17
16
15
14
13
12
11
10
9
8
7
6
5
4
3
2
1
DEAD

## CHARACTER BACKGROUND

A soft spoken, cunning individual who is greatly skilled in debate and political argument. Orian has a ready answer for any jibes about ZPP policy, and refuses to be goaded. He will dismiss complaints about social injustice as nonsense, and will show clear figures which demonstrate the efficiency of ZPP economic policy.

## SKILLS AND AREAS OF EXPERTISE

Bargain  
Computer Operations  
Debate (Adept)  
Handgun  
Law  
Repartee (Great Expertise)  
Sneaking  
Snitch

## TIES

Strength of Tie

## ANTIPATHIES

Strength of Antipathy

Confederation

1

## POSSESSIONS

## NOTES

Orian is working for the mysterious powers that have placed the player characters on Zho-Chaka. He secretly serves a power bloc (which includes some ConFed leaders and EDF high command) who are trying to maneuver a slow coup of the entire Confederation.

**1 – Fighting on orbital facility  
(Tiki-Chaka)**

Common knowledge

OMC is the “Outer system Mining Cooperative”, a mining collective run on a shares basis, dividing all profit between workers on a labor equals shares system.

System Tech is a privately owned corporation. Major shareholders include offworld investors and ZPP members.

Current Affairs vs 5

Recent legislation has outlawed collectivized ventures. OMC has been disbanded, and its assets legally bought by System Tech. OMC members are protesting this through legal and illegal means.

**4 – New factory complex  
(High orbit)**

Research vs 5

The new complex is capable of servicing and constructing starships.

**2 – Student riots  
(Torva)**

Computer Ops or Streetwise vs 10

Two students were killed and eight hospitalized.

Current Affairs vs 10

The government’s new social services policy has introduced ferocious education fees. Students now have to seek corporate sponsorship in order to afford their education! The policy also removes unemployment benefits, maternity leave, and pension plans, since private/corporate superannuation and insurance policies now supposedly plug this gap.

**5 – Advertisement**

Current Affairs vs 5

The CMF budget is up 15% over last year’s total.

**3 – Supply depot fire  
(Southwest Torva)**

Research vs 10

The depot was a storehouse for arms and ammunition, including a newly purchased consignment of 6mm “bullpup” assault rifles. These rifles were the first of several shipments destined for the CMF, and have not yet been issued to any units.

**6 – Anti ConFed speech  
(CMF Academy)**

Research vs 10

The precise transcript of the speech shows that Counsellor Imri believes that the Homeguard and police should be abolished, and their duties taken over by the CMF.

Current Affairs vs 5

His speech was well recieved by the cadets.



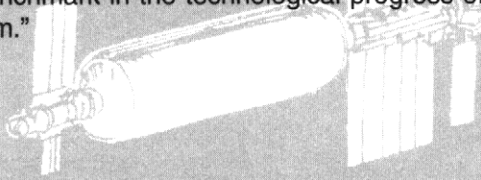
4

## Factory opening

High orbit

Secretary Zarucha today opened the new orbital factory complex in Zho-Chaka's high orbit.

Secretary Zarucha declared the complex, "A benchmark in the technological progress of this system."

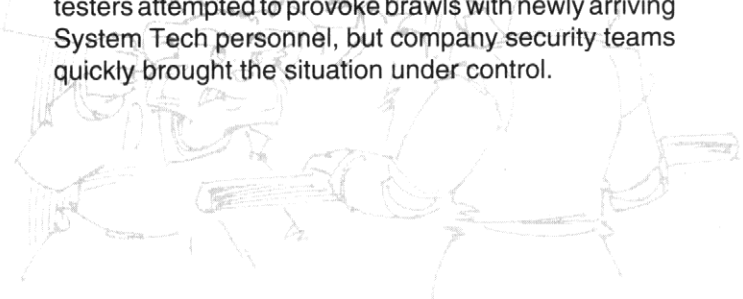


1

## Industrial dispute in outer system

Orbital facility, Tiki-Chaka

Scuffles broke out today between System Tech security teams and OMC workers. OMC workers were staging a rowdy protest against the change of ownership of the Tiki-Chakan high orbital refinery. The protesters attempted to provoke brawls with newly arriving System Tech personnel, but company security teams quickly brought the situation under control.



5

## Public service announcement

Your CMF.

Are *you* helping out in your neighborhood?



2

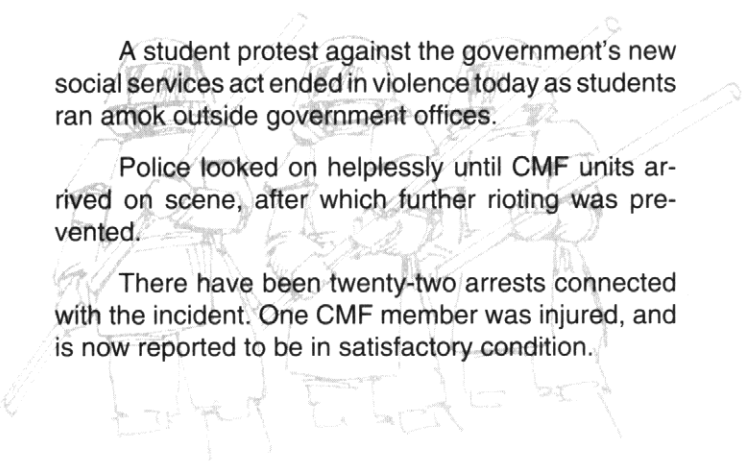
## Student protest

Torva central district

A student protest against the government's new social services act ended in violence today as students ran amok outside government offices.

Police looked on helplessly until CMF units arrived on scene, after which further rioting was prevented.

There have been twenty-two arrests connected with the incident. One CMF member was injured, and is now reported to be in satisfactory condition.

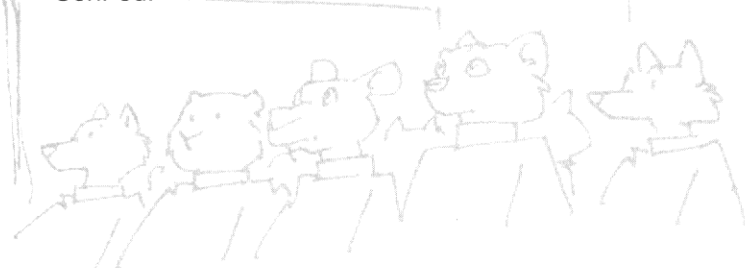


6

## Address to CMF Officer Academy

Politics

In a speech to the CMF Academy's graduating class today, Counsellor Imri of the ZPP radical left advocated a lessening of Zho-Chakan commitment to ConFed.



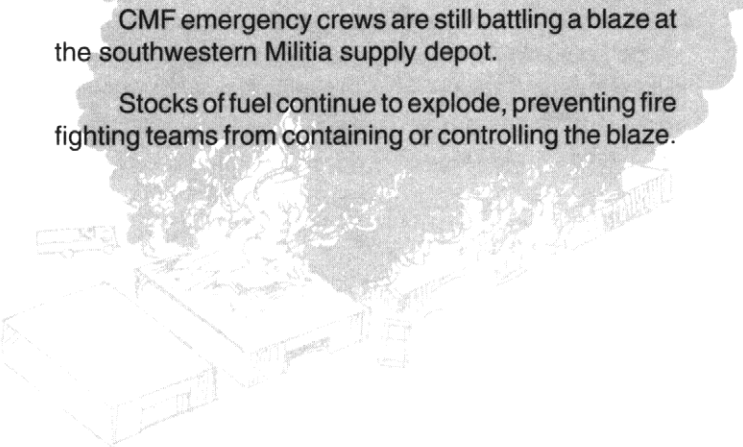
3

## Supply depot fire

Southwest Torva

CMF emergency crews are still battling a blaze at the southwestern Militia supply depot.

Stocks of fuel continue to explode, preventing fire fighting teams from containing or controlling the blaze.



10

## Air vehicle delivery

Zoochi Airport

The first shipment of imported EO-7 heavy aerodyne transports was delivered to System Tech officials at Torva's rural airport today.

The aerodynes will be used to transport personnel and cargo out to the Tiki-Chakan mining facilities, and to the new factory complexes in Zho-Chakan high orbit.

7

## Violent demonstration

Torva, southern district

In Torva today, CMF units were called out to quell a violent demonstration. Swift action from the Militia prevented any damage to local residences and business.

The rioters were mostly one time receivers of social benefits, who were protesting the withdrawal of gratuity payments.

11

## Chemical storage facility fire

Torva waterfront district

The CMF base in the central waterfront district was just one of the casualties early this morning when an explosion ripped through bulk fuel and chemical containers. The neighborhood was engulfed in a sheet of flame and poisonous fumes, which has caused considerable destruction.

Police are investigating the possibility of arson.

8

## Government inquiry

Torva central

Ohpi Choa, Torva's Police Commissioner, was today called before the ZPP Ruling Council to account for the police force's inability to cope with the rising tide of civil disturbance.

Commissioner Choa was not available for comment. We are informed, however, that CMF leadership are being asked to attend a second inquiry session tomorrow.

12

## Crime

South Island City

The home of ex-counsellor Jandorf was broken into today. Security personnel exchanged shots with the intruders, who fled before causing more than cursory damage.

Ex-counsellor Jandorf is currently off planet, leaving his home unattended.

9

## Protest march

Torva central

An orderly but vocal anti-ConFed protest was held in the central city today. Large lunchtime crowds gathered to hear speakers demand complete Zho-Chakan independence from ConFed.

**7 – Violent demonstration  
(Southern Torva)**

Spot Hidden vs 10

The CMF unit shown on the news article has “bullpup” configuration assault rifles.

Current Affairs vs 5

The demonstration consisted of single parents protesting the loss of maternity/paternity awards. Two demonstrators were hospitalized.

**10 – New aircraft delivered  
(Torva outer district)**

Research or Admin vs 10

Police units are providing an around the clock guard on the vehicles to protect them from sabotage.

**8 – Police Commissioner questioned by council  
(Central Torva)**

Current Affairs vs 10

The Counsellor who called on Ohpi to report on why her police force has failed to deal with the rising civil violence was the same man who cut police funding by 50% this year.

Assess Person vs 5

Ohpi is taking the probable loss of her career with an unusual amount of calm. She is bitter, but not panicked.

**11 – Major fire  
(Torva waterfront)**

Research vs 10

The base contained military arms and ammunition.

Current affairs vs 5

Due to the lateness of the hour, the only casualties were four CMF duty staff.

Research vs 15

The police have found the remains of an incendiary device on the site.

**9 – Anti ConFed demonstration  
(Central Torva)**

Current Affairs vs 10

Speakers at the demonstration included several members of the ZPP radical left, as well as influential members of the Torva University student movement.

Current Affairs vs 5

CMF units intervened to separate the demonstrators from a group of students staging a counter protest.

Streetwise vs 10

A university CMF unit present on the site of the demonstration attacked members of city CMF units who attempted to use violence against the student protestors. The unit commander has been dismissed.

**12 – Bandit raid  
(South Island City)**

Current Affairs vs 5

Jandorf was a radical, active member of the old socialist government. He has actively campaigned against the ZPP ever since his own party lost power.

Research vs 10

There is definitely no record of Jandorf taking passage off world.

Research vs 5

The police are in an uproar, and claim that vital evidence is missing.





# ZHO-CHAKA

an introductory adventure for

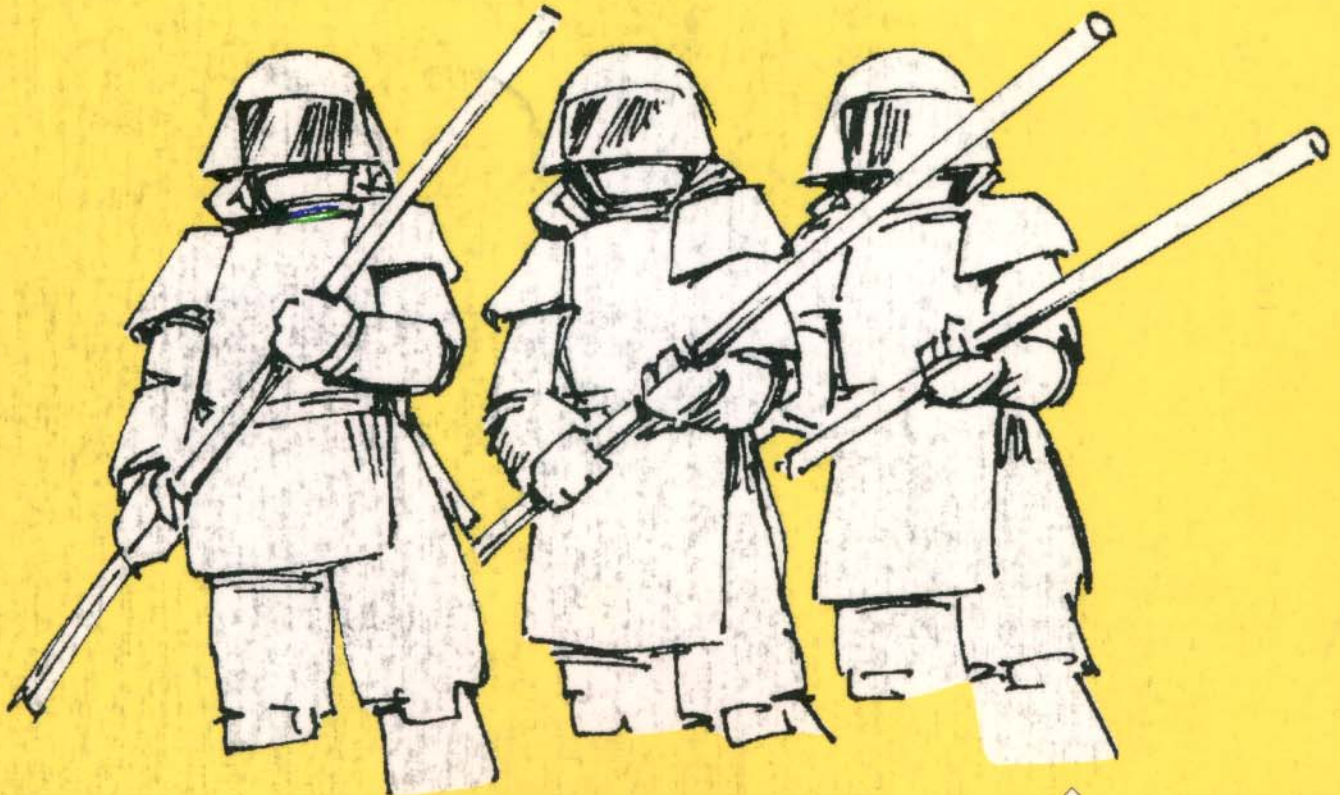
## ALBEDO

THE ROLE-PLAYING GAME  
Second Edition

When Zho-Chaka's once benevolent government became oppressive, the people voted in the youthful and energetic Zho-Chakan Progressive Party. Now the ZPP is the oppressor, but the change this time will not be as peaceful.

The players' characters are on the planet of Zho-Chaka in the middle of a civil war. Can they preserve the government and the planet's ties to the Confederation?

This scenario is designed for a referee and one or more players running low-level characters.



\$10.00  
ISBN 1-883240-12-3



2990 San Pablo Ave.  
Berkeley, CA 94702

MS